

HERO'S CHALLENGE™

# SAGARD THE BARBARIAN GAMEBOOK™

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## THE ICE DRAGON

From the co-creator of  
THE DUNGEONS & DRAGONS® GAME  
**GARY GYGAX and FLINT DILLE**





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**SAGARD**  
**THE BARBARIAN**  
GAMEBOOK™

**#1**  
**THE**  
**ICE DRAGON**

by Gary Gygax and Flint Dille



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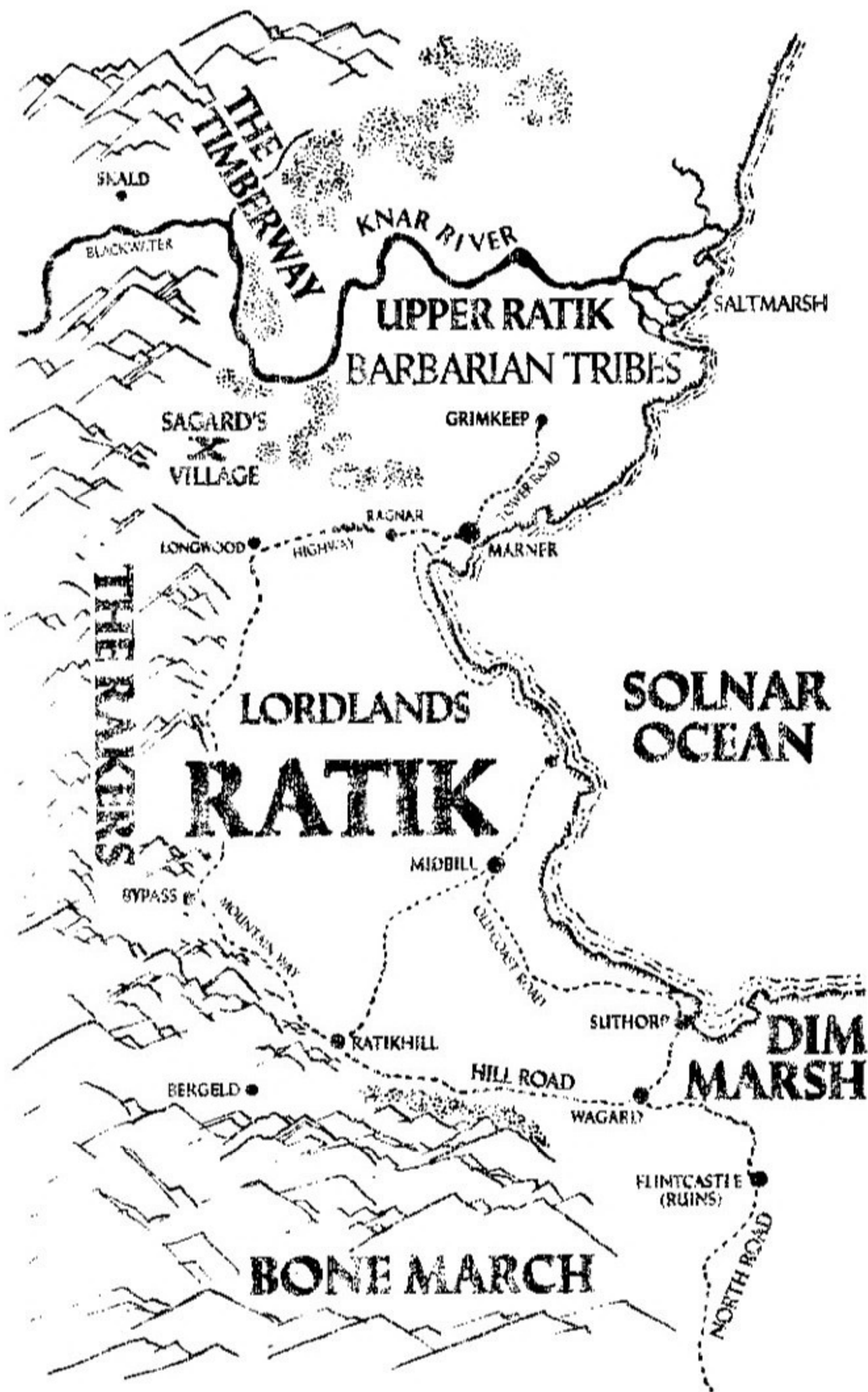
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# **THE ICE DRAGON**





## SECTION 1

# Introduction

You are Sagard.

You are sixteen years old.

A mistral wind howls across the icy moors, blowing back your thick dark hair. On the horizon, jagged peaks of the mountains that form Ratik's border gnaw at the sky like wolves' teeth.

Below you is your tribal village. Your tribe is small, with scarcely three hundred members. You live as hunters, trading pelts for those things you need from the civilized world. Mostly, however, you shun the soft life of those who are civilized and prefer to think of yourselves as the Strong—people of iron.

A tall plume of white smoke rises from the chimney of a wood and stone building. The door opens and a tall, muscular warrior steps out, laughing into the waning dusk. Wafts of song and loud bragging pour out after him. When the door swings shut, the Warriors' Lodge is once again silent.

All your life you have wanted to enter the Warriors' Lodge, but you are not yet a warrior. Though your thews are strong and you have already reached a height of over six feet, the warriors think you are still a boy. You will not be a warrior until you pass the Ordeal of Courage.

In Ratik there are no laws—only customs, which are stronger than laws to your tribe. One day you will set out on your Ordeal of Courage. You must perform a brave deed and bring back a trophy as proof. Your trophies, whatever they may be—the fang from a deathviper or the scalp of a mountain bandit—will be presented before the warriors. They shall eye them and fondle them, and you shall tell your tale. If they approve, the elk's-horn chalice shall be passed to you. But if they find no might in your deed, you will be greeted with echoing laughter and forced to leave the hut in shame, never again to return to your tribe.

There is no set age for the Ordeal of Courage. Some men have grown old in the village without ever putting themselves through the Ordeal. But they are not warriors. They are kwads and are treated as lessers. You are no kwad. You are to become a warrior, and tonight you shall begin the Ordeal of Courage.

To the west lie the Rakers, a dark mountain vastness. They are largely unmapped, though legends have placed strange and dangerous creatures there. Some tales tell of great treasures, others of vague rumors of an Ice Dragon. To the south is the Marsh, where Painted Frustis roam. It is said that an ancient structure, the Lost Colosseum, was built in the ancient antediluvian age when the northern lands were a jungle. The land it now stands on is an ice-covered wasteland.

To head to the west, go to Section 2.

To take the southern route, go to Section 50.



## SECTION 2

# Leaving Home

As custom dictates, you stealthily slipped away from your home without telling a soul, arming yourself with a spear, a dagger, twenty silver coins, a cloak, a skin of wine, and a flint sparking kit.

Night blanketed Ratik as you left. Reaching the summit of the first mountain, you could not help but look back at the small village where you have lived all of your life.

You criticized yourself for this, because a true Ratikkan is taught to be suspicious of all things that resemble civilization. Nevertheless, tonight was the first time you had strayed far from the warm fires of your village, which flickered behind you like the last embers of a dying fire.

The snow-crested mountains glow in the moonlight as you cross into the valley. Ahead of you and above you, faintly swirling like drifting smoke, is a long, narrow pass. Night winds howl, and stray bits of icy snow sting your eyes. Instinct tells you it would be best to negotiate that path during the day when vision is clear. Not far away, you notice a dark recess in the mountain wall. Stepping closer, you find that it is a yawning cave.



Stooping your massive frame slightly, you enter the cave. It is still inside, removed from the howling wind. Striking a flint to spark some tinder, you create a small fire. In its light you see that this will be a good place to spend the night.

Suddenly, you hear a low growl. The hair at the nape of your neck stands up, and your skin turns to gooseflesh. Your eyes scan the cave. A pure white Mountain Lion eyes you hungrily. Its teeth are bared, and it is poised to leap for your throat. You have never before encountered a Mountain Lion so large. To fight it may mean pain or even death, but to stray into the night will mean certain injury from cold.

Will you fight the Mountain Lion (go to Section 3)? Or will you leave the cave to escape the Mountain Lion (go to Section 4)?



## **SECTION 3**

# **Fighting the Mountain Lion**

Your first battle is about to begin. Before starting, note this section number and go to Section 121 for the rules of combat.

**SAGARD (LEVEL 2: 1/0, 2/1, 3/1, 4/2)**

[20] [19] [18] [17] [16] [15] [14] [13] [12] [11] [10]  
[9] [8] [7] [6] [5] [4] [3] [2] [1] (You are too badly  
wounded to continue. Go to Section 10.)

**MOUNTAIN LION (Level 2: 1/0, 2/1, 3/1, 4/2)**

[10] [9] [8] [7] [6] [5] [4] [3] [2] [1] (You have  
beaten the Mountain Lion. Go to Section 8.)

If you successfully flee, go to Section 4.

## SECTION 4

# The Frost Fighters

Your heart pounds as you run up the long trail that leads away from the cave. The cold rips at your flesh.

At the top of the trail, your flesh tingles. You sense that something unnatural is near you. Instinct tells you to flee back down the hill, but what you see stops you.

Coming up the trail are five menacing figures. They are shaped like humans, but light glimmers off them. Through their transparent bodies, you see the distant stars and mountains. Long ago, in the comfort of your bed, you were told a tale of the Frost Fighters. Never did you think you would come face to face with one.





You are seized with a cold, inhuman fear. Were you to run back down the hill, you would present your back to the Frost Fighters and be skewered on a long icicle spear.

You *must* fight the Frost Fighters, but you may use one of two strategies. You may attack, receiving a bonus of 4 surprise attack rolls (go to Section 5), or you may move to a large crevasse near you, thus ensuring that only one Frost Fighter may attack you at a time (go to Section 6).

## **SECTION 5**

# **Attacking the Frost Fighters**

If this is your first combat, go to Section 121 to learn the rules. If not, keep reading and then return to fight.

You spring over the hill, shaking your spear. Never before have the Frost Fighters been surprised by a human on a mountain trail. This gives you an attack advantage of 4 free rolls before your attack roll (therefore, you roll 5 times before they counterattack). The best strategy is to take out as many of them as possible before they get to strike, because you must roll every surviving Frost Fighter's counterattack before you roll your next attack. You will find that, though they are ferocious in the attack, they quickly shatter when you hit them.

**SAGARD (LEVEL 2: 1/0, 2/1, 3/1, 4/2)**

[20] [19] [18] [17] [16] [15] [14] [13] [12] [11] [10]  
[9] [8] [7] [6] [5] [4] [3] [2] [1] (You are too badly  
wounded to continue. Go to Section 118.)

**FROST FIGHTERS (Level 1: 1/0, 2/0, 3/1, 4/1)**

**FROST FIGHTER #1** [3] [2] [1] (Frost Fighter  
#1 is shattered.)

**FROST FIGHTER #2** [3] [2] [1] (Frost Fighter  
#2 is shattered.)

**FROST FIGHTER #3** [3] [2] [1] (Frost Fighter  
#3 is shattered.)

**FROST FIGHTER #4** [3] [2] [1] (Frost Fighter  
#4 is shattered.)

**FROST FIGHTER #5** [3] [2] [1] (You have de-  
feated the Frost Fighters. Go to Section 7.)

You may *not* flee the Frost Fighters.

## **SECTION 6**

# **Fighting the Frost Fighters One by One**

You adopt a defensive stance in the crevasse. The Frost Fighters quickly sense your heat and charge toward you. Fortunately, they can only strike you one at a time.

**SAGARD (LEVEL 2: 1/0, 2/1, 3/1, 4/2)**

[20] [19] [18] [17] [16] [15] [14] [13] [12] [11] [10]  
[9] [8] [7] [6] [5] [4] [3] [2] [1] (You are too badly  
wounded to continue. Go to Section 118.)



**FROST FIGHTERS (Level 1: 1/0, 2/0, 3/1, 4/1)**

**FROST FIGHTER #1 [3] [2] [1] (Frost Fighter #1 is shattered.)**

**FROST FIGHTER #2 [3] [2] [1] (Frost Fighter #2 is shattered.)**

**FROST FIGHTER #3 [3] [2] [1] (Frost Fighter #3 is shattered.)**

**FROST FIGHTER #4 [3] [2] [1] (Frost Fighter #4 is shattered.)**

**FROST FIGHTER #5 [3] [2] [1] (You have defeated the Frost Fighters. Go to Section 7.)**

You may *not* flee the Frost Fighters.

## SECTION 7

# The Wreckage of the Frost Fighters

You ache from the combat. Before you lie the shattered icy remnants of the Frost Fighters. You search for a *trophy* of the Frost Fighters, but there is none to be found, for they are composed of ice, which would surely melt as you carried it home. You now understand why they are legendary; no one has physical proof that they exist. Still, your quest is rewarded with 2 *experience marks*.

Walking against the driving wind, you cross the summit of the mountain and discover below you a tiny, pleasant valley where there is no snow.

Arriving in the valley, you find that the floor is covered with warm pine needles, and by a fluke of nature, this valley, out of the wind, retains the sun's heat. You can sleep soundly in this place. A night's sleep restores 5 *hit points*.

Go to Section 12.

## SECTION 8

# The Mountain Lion's Cave

Not only did the Mountain Lion provide you with his *skin* as a *trophy*, but he also left a fresh rabbit kill in the corner. Using scraps of wood in the cave to build a small fire, you cook and devour the rabbit, and have a soft sleep on the Mountain Lion's skin. Add the Mountain Lion's *pelt* to your list of trophies. The kill gained you 2 *experience marks*. The food and rest restore 6 *hit points*.

You awaken the following morning and head up the path that had seemed uncrossable the night before. At nightfall, you find yourself in a fertile valley, pitch camp, and sink into a deep sleep.

Go to Section 12.

## SECTION 9

# Fleeing the Ratikkan Boy

You have had enough. Seeing that the Ratikkan boy is tough, you rush off. From behind you come roars of laughter, and a male and a female voice call you disparaging names. Nevertheless, you are alive. For having the wisdom to know that Glanda was not worth dying for, you gain *1 experience mark*.

Go to Section 22.



## SECTION 10

# Beaten by the Mountain Lion

Running for your life, you stumble from the cave, shuddering as you hear the roars from the Mountain Lion. Strength spent from battle, you stagger a few more feet before blackness overtakes you. In the morning, you awaken cold, aching, and groggy. Ashamed and vowing never again to be beaten by an animal, you stumble up the path. After putting many miles between you and the lion, you fall into an exhausted slumber.

Go to Section 12.

## **SECTION 11**

# **Fleeing the Aerdian Warriors**

You dash away from the onrushing Aerdian Warriors. At first, the chase is tight, but removing the mail shirt greatly increases your speed. Take the *mail shirt* off your *status chart*, and go to Section 4.

## **SECTION 12**

# **Shadow in the Mist**

Your barbarian instincts bring you suddenly awake from a deep, soothing sleep. Steeling your nerve, you lie still, lightly breathing, but through

your partially opened eyes you see a human shape hovering over you. Your nostrils detect a soft scent of perfume, and you imagine a beautiful woman, but you know not to rely on scents from civilization—the scent could also be that of a Medigian Trader who would just as soon kill you as talk to you.

Your hand creeps stealthily to the shaft of your spear; you don't know whether the figure in the mist is friend or foe. You can try talking to the figure, but if the shadow in the mist has evil intentions, you will lose all advantage of surprise. You may strike at the figure, but you would risk damaging a potential ally.

To strike at the figure, go to Section 13.

To talk to the figure, go to Section 14.



## SECTION 13

# Striking at the Shadow

You strike at the figure in the mist. Before discovering what the creature is, you strike again. The creature strikes back with a barbed whip.

As the whip cracks out you realize that your opponent is a young girl about your age. Like you, she is a Ratikkan, and she is very pretty. She is a Level 1 fighter. She strikes once; then you have the option of either breaking off the attack or continuing.

**SAGARD (LEVEL 2: 1/0, 2/1, 3/1, 4/2)**

[20] [19] [18] [17] [16] [15] [14] [13] [12] [11] [10]  
[9] [8] [7] [6] [5] [4] [3] [2] [1] (You are too badly wounded to continue. Go to Section 18.)

**RATIKKAN GIRL (LEVEL 1: 1/0, 2/0, 3/1, 4/1)**

[10] [9] [8] [7] [6] [5] [4] [3] [2] [1] (You have defeated the Ratikkan girl. Go to Section 19.)

If you break off the attack, mark your hit points and go to Section 16.



## **SECTION 14**

# **Talking to the Shadow Creature**

With your spear in hand, you sit up. "Who disturbs my sleep?" you call in your toughest, most manly voice. The figure jumps. In the light of dawn, you see that it is a Ratikkan girl. Like yours, her hair is dark and her eyes are blue. She is very pretty and about your age. You were wise not to attack her.

Go to Section 20.

## SECTION 15

# The Small Portal

Bowing, you enter a small portal. It is pitch dark. As your eyes adjust to the darkness, you slowly make out four ghostly shapes several yards away, moving ominously toward you. You feel a cold chill and reach for your sword. Faces hideously skeleton-like, eyes glowing red as rubies, the apparitions sweep through the air, using no natural propulsion.

Coming toward you, they pass through a stone sarcophagus in the center of the room.

You could dive for the small portal and get out (go to Section 47), or you could stand and fight them (go to Section 75).

## **SECTION 16**

# **Breaking Off the Attack**

The Ratikkan girl, having just lashed you with her whip, recoils. She is hurt. Your two thrusts didn't damage her as much as you might have thought; they just grazed her. You feel stupid for having struck at a girl. By casting your spear to the ground, you show her that you mean to damage her no further.

She stares at you for a moment, trembling. "Who are you?" you ask. "And why did you disturb my sleep?"

Go to Section 20.

## **SECTION 17**

# **Sneaking past the Tehnites**

Growing up in the forest, you have learned how to stalk silently. Slowly, you creep past the Tehnite camp. In the distance, you hear the whistle of wind through trees, and in moments the mist that hides you dissipates. Wheeling around, you see two Tehnites. It was a trap. You must stand and fight.

Go to Section 41.

## SECTION 18

# Losing to the Ratikkan Girl

You fall into a deep slumber. Hideous visions of dancing demons fill your head. After hours of fitful sleep, where alien hands seem to rub you with peculiar ointments, you hear a voice. "Drink this."

A glass comes to your lips, and you drink. A new vigor comes to you. You regain 4 *hit points*. As your eyes begin to focus, you see the Ratikkan girl who just defeated you in combat.

"Why do you aid me when you should kill me?" you ask.

"Because I cannot watch any animal die in pain."

"And who behaves so charitably?" you ask.

Advance to Section 20.



## SECTION 19

# Defeating the Ratikkan Girl

Though she is hurt, your opponent lashes her whip at you, catching your forehead. A torrent of blood gushes down into your eyes, blurring your vision. Before you can react, she grasps your money pouch and vanishes. You lose *1 experience mark*.

It was foolish to try to destroy her. She could have been a valuable ally; now she is a bitter enemy, and this might come back to haunt you.

Wiser now, you go to Section 22.

## SECTION 20

# The Ratikkan Girl

"I am Glanda, girl of Ratik. Like you, I am undergoing my Ordeal of Courage."

"And what item do you seek?" you ask.

"Eat with me, and I shall tell you," she says, beginning a fire.

Together you eat. Food brings back your strength. You regain *10 hit points*.

After dinner, Glanda says, "I intend to bring back the heart of the Ice Dragon."

You laugh heartily. "No man has ever attacked the Ice Dragon and lived. Certainly a young girl could not do it," you say. "Many warriors have died trying to accomplish that task."

"They intended to use strength. I shall use guile and speed. Journey with me."

You eye her. She is a beautiful young girl on an epic mission. One side of you wants to go with her; the other tells you that trying to steal the heart of the Ice Dragon is the pinnacle of foolishness.

If you wish to journey with her, go to Section 21.

If you think her plan is foolishness, go to Section 86.

## SECTION 21

# Plotting the Mission

"It is said that the Ice Dragon's lair is in a temple built by the ancient Gondorians," Glanda begins.

You chuckle. "I have never heard of a dragon living in human habitations."

"Nor have I," she says. Her voice drops to a low whisper. "I have an idea, but you must promise me that you will never repeat what I am about to tell you."

"You don't have to worry. They would laugh at me if I did," you answer.

A look of hurt crosses her face. "Then you promise me also that you will never tell anyone that you are searching for this place?"

"Get on with it," you say. "I do not want to be here until summer making promises." She watches you, her expression frozen. "I promise," you answer with a shrug.

"I believe that the Gondorians brought the Ice Dragon to that building."

"For what purpose?"

"I haven't figured that out yet," she answers, "but the Gondorians were a strange race, advanced far beyond any 'civilized' races of our time."

"And how do you intend to find this lair?"

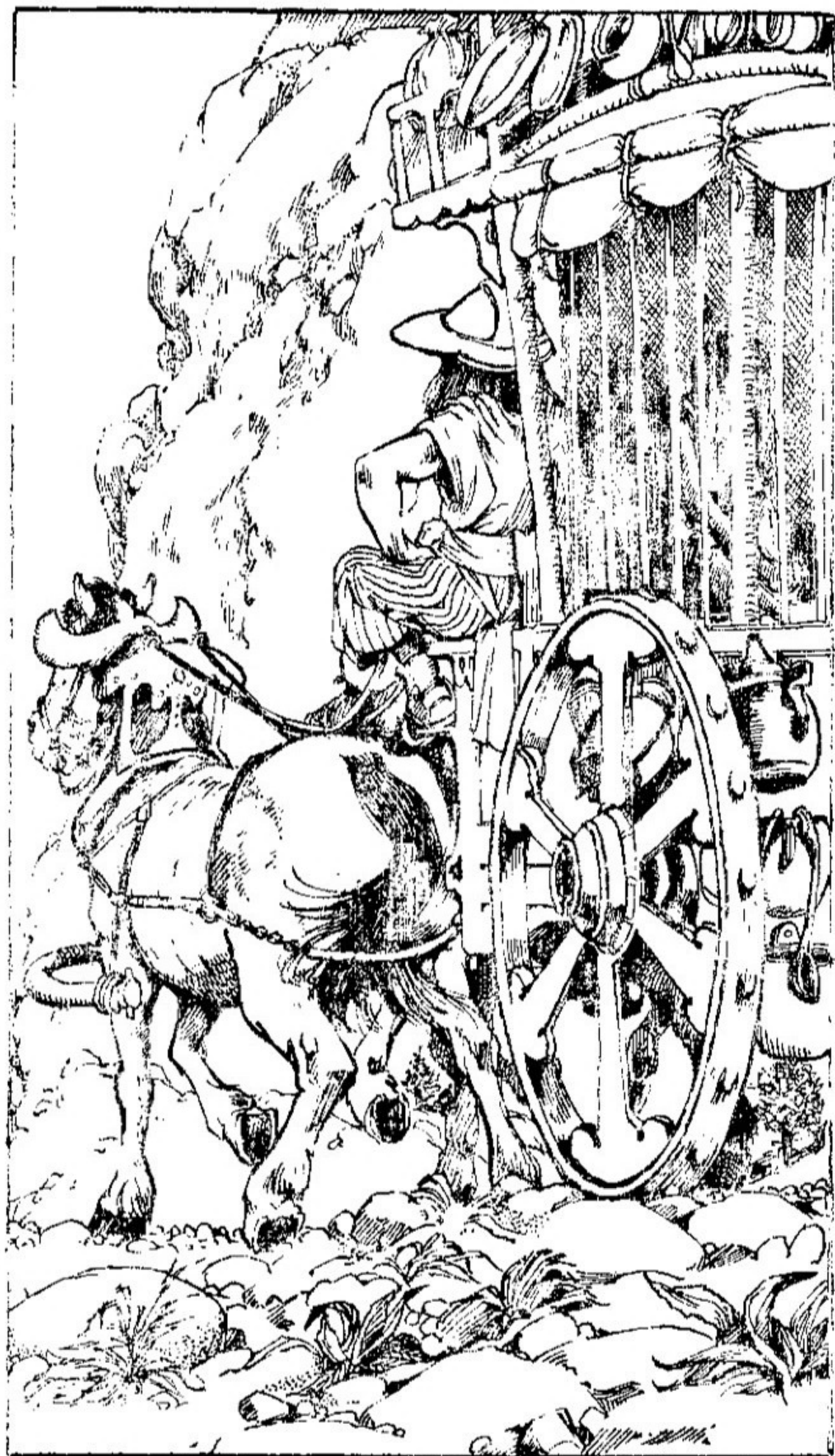
Glanda smiles mysteriously. "I have some notions about where it might be."

"You mean you don't know where it is?" you ask.

"No, but if we look hard enough, we'll find it," she says cheerfully.

Your adventure continues in Section 65.





## SECTION 22

# The Medigian Traders

You journey through the mountains for two days. Your body heals, and you regain *4 hit points*. In this time, you have seen no humans, nor encountered any dangerous beasts. However, progress has been very slow; you have not yet found a path.

At noon on the third day, you spot a wide mountain path, which is not shown on any map you have seen of Ratik. You deduce by observing the deep, rutted wagon tracks that it is some kind of a trade route.

To gain distance before nightfall, you jog quickly down the path. Cold wind chills your lungs, but warm blood courses in your veins. As you round a narrow curve, your ears are struck by the shrill squeaking of unoiled wagon wheels. Quickly, you climb a narrow pass and hide behind a large boulder.

Moments later, a gaudily designed caged wagon comes into view, and your suspicions grow. Two Medigian Traders in the civilized dress of those who inhabit the Great Kingdom lead a team of stout but aged horses.

On top of the wagon and hanging from the sides are a variety of wares. Your eyes settle on a beautiful sword which hangs just behind the riders.

From your hiding place, you hear the mournful pleas of a Ratikkan woman, and you spy her in the cage. She is drawing a worn cloak of animal skin

around her scantily clad body. "Please release me; I have two children I must watch after," she pleads.

The driver of the wagon laughs a throaty laugh. "You will bring many silver pieces in the slave markets of Atirr. Your children will have to watch after themselves."

His partner on the carriage beats the cage with a slaver's club, drowning out the woman's pleas. Her voice breaks down to sobbing.

You feel your hackles rise as you assess the two traders. One is a stout, tough fellow, who looks as if much of his time has been spent in the Ratikkan Mountains; the other is younger and, with a slightly grayish cast to his skin, looks as if he might have a bit of Orc in his lineage.

Were you to jump from your perch to the wagon, you would achieve nearly total surprise; however, there are two traders and only one of you. Fear dictates that you let the wagon pass. You do not know the woman, for she is not of your tribe. You wonder whether it is worth risking limb, or even death, by attacking the traders. A third option crosses your mind: you might barter with the traders for the sword. Though swords are often expensive in Ratic, you have heard of great bargains on swords purchased from traders.

If you choose to attack the traders, go to Section 29.

If you choose to avoid the traders, go to Section 23.

If you choose to bargain with the traders, go to Section 27.



## SECTION 23

# Avoiding the Medigian Traders

You hide in your place as the wagon passes. Slowly, the squeaking sound of the wheels dies away, and you creep from your perch. Coming down to the path, you follow in the wagon's trail.

The trail heads in a zigzagging path through what was once a small river. As you pass each outcropping of rock, you understand why invading armies have avoided crossing this range. Nearly anyplace would be good for an ambush. As you look up, the peaks of mountains block out the sky, save for a patch directly above you.

A small white rabbit appears on the ground before you. Hunger gnaws at you, so you stealthily creep up to it, your dagger drawn. It is motionless, as if it does not hear you. You crouch down to pounce on the rabbit, then realize that it is stuffed!

Suddenly, you hear a loud rusting sound above you.

Flip the pages. If the number is even, go to Section 26. If the number is odd, advance to Section 24.

## **SECTION 24**

# **Netted by the Medigian Traders**

A black rope drops down on you. Before you can get away, the two Medigian Traders run out from hiding and wrap you in a net. You lash out with your dagger and start to cut the net.

Your efforts are to no avail, as the traders begin to beat you with stout wooden clubs. They are laughing and joking in their oily, guttural tongue.

"He will draw a great price in the slave camps."

Darkness settles in.

Go to Section 32.

## **SECTION 25**

# **Icicle Teeth**

With a mighty lunge, the Ice Golem shoves you. His hideous icicle teeth grind in a sadistic laugh as you plummet backward into the churning, rushing river below you. All goes black as you crash into the dark, murky water.

Sink to Section 106.

## SECTION 26

# Jumped by the Medigian Traders

You look up in time to see both Medigian Traders standing over you, their greasy, mean faces laughing. They swing their slaving clubs at you, thus giving each of them 1 free attack. (In other words, both of them attack before you respond.)

Go to Section 28.

## SECTION 27

# Bargaining with the Medigian Traders

You call to the Medigian Traders from their perch. They look up, surprised, and draw their weapons. You assure them that you mean them no harm, and the older trader gestures to the other to lower his club. You scramble down the rocks and meet them on the ground.

You make a quick assessment of your items and offer them a trophy. "I offer you 20 silver pieces in exchange for that sword."



The traders huddle together for a moment. You watch them, trying to determine whether they will accept your offer.

Finally, the older one looks down at you. "You must have awakened under a lucky star today. I will make the trade."

Suddenly, and without warning, the two traders jump from their carriage. You are taken partially by surprise. Each of them gets 1 free attack.

Advance to Section 28.

## SECTION 28

# Fighting the Medigian Traders

The Medigian Traders are tough adversaries. They fight at Level 1, and each has 12 hit points.

**SAGARD (LEVEL 2: 1/0, 2/1, 3/1, 4/2)**

[20] [19] [18] [17] [16] [15] [14] [13] [12] [11] [10]  
[9] [8] [7] [6] [5] [4] [3] [2] [1] (You are unconscious. Go to Section 32.)

**GRIZZLED MEDIGIAN TRADER (LEVEL 1:**

1/0, 2/0, 3/1, 4/1)

[12] [11] [10] [9] [8] [7] [6] [5] [4] [3] [2] [1]  
(This trader may fight no more.)

**YOUNG TRADER (LEVEL 1: 1/0, 2/0, 3/1, 4/1)**

[12] [11] [10] [9] [8] [7] [6] [5] [4] [3] [2] [1]

(You have defeated the Medigian Traders. Go to Section 58.)

If you successfully flee, advance to Section 30.

## SECTION 29

# Attacking the Medigian Traders

You jump from your perch and land on top of the Medigian Traders' carriage, completely surprising them.

Your spear is held high, and you see a look of terror on their treacherous red faces.

Before they can react, you get *4 free attacks*.  
Go to Section 28.

## SECTION 30

# Fleeing the Medigian Traders

Breaking off the attack on the Medigian Traders, you bolt up the path. The younger of the traders pursues you several paces. His hot breath beats on your back. He swings twice and misses you.

You run several miles down the mountain trail, leaving the traders far behind. Panting and worn, you kneel down before a small pool and cup water to your mouth. An uneasy feeling of tiredness comes over you. In moments, you have fallen into unconsciousness.

Go to Section 32.

## **SECTION 31**

# **Sneaking past the Tehnites**

Growing up in the forest has taught you how to stalk silently. Slowly, you creep past the Tehnite camp. Using the mist as a shroud, you easily slip past the Tehnites, whose native senses have been dulled by civilization.

Go to Section 45.

## **SECTION 32**

# **The Face in the Mist**

Your heart pounds as a sinister face appears out of a blue mist. An evil priest of Izu? "Drink this!" he says. You squirm, but your arms are restrained by manacles. You jerk up with a start.

"Lie still; let the potion act." You slowly open your eyes, and the form you had mistaken for a priest of Izu is the woman who had been enslaved

by the Medigian Traders. The scent of burning pine stings your nostrils. You look around and see that you are in the caged wagon.

In the cool blue light of the moon and stars, you see that the traders have set up camp nearby. You are on a small path in a large, dark forest. One of the traders gazes into the night, keeping watch. The other turns over lazily in a sleeping bag and snores.

In minutes, the potion brings you back to full strength. You regain *10 hit points*.

You inspect the cage. Only a cheap Medigian lock separates you from freedom. Looking into the weary eyes of the Ratikkan woman, you realize that you have to make a choice. It may be your last choice ever.

You know that you can outrun the traders, but the Ratikkan woman cannot. You think you might be able to beat the traders in a fight, especially because one of them is sleeping. However, losing to the traders could well mean death.

If you want to slip off into the night, advance to Section 33.

To fight the traders, advance to Section 36.

## SECTION 33

# Breaking Free of the Cage

Summoning all of your strength, you snap the lock that binds your cage. The stoic Medigian Trader looks up but, fleet of foot, you somersault away from the blurring arc of his sword. Making for the woods, you jump over the other trader, who slowly awakens.

The night is dark, but a sliver of moonlight guides you into the woods. Close behind you, you hear one Medigian Trader yelling to the other. Looking over your shoulder, you see the awakened trader rise and reach for his bow. The first trader still dogs your heels, screaming foreign curses after you.

You scramble over a rock, just in time to hear the hissing of an arrow as it passes overhead and cracks into a stout pine. You aren't in the clear yet.

Before you stretches a broad glade. Your primitive senses scream in alarm. There is something unnatural about this place. Nevertheless, given the choice between possible death at the hands of whatever may be lurking in this strange area and certain death from the sharp weapons of the Medigian Traders, you press on.

As you run farther, a soft, growling rumble reaches your ears. You look and see nothing. Before



you stands what appears to be a large fir tree. You run toward it. Suddenly, as if summoned by some demon, burning eyes light up near the top of the fir and ignite the scene with an unholy reddish glow.

In the light of the glowing eyes, you see that the fir is, in fact, a huge bear, nearly twenty feet in height. He lets out a horrifying roar and flashes his cruel white claws.

Your enemies stop in their tracks. Growling ursine curses, red fire burning in its eyes, the bear advances toward you. The battle has shifted. The two traders, who were once your enemies, are now your allies. The bowman hands you his sword. "For now, we are friends." Then he raises his bow. You have no choice but to fight the Devil-Bear!

For this combat, you will have two allies. They are the Medigian Traders. Each of them has 10 hit points and is a Level 1 fighter. You and the traders have the initiative. You may each strike once before the Devil-Bear strikes back. The bear is a Level 5 fighter and must wipe out both of the traders before it can attack you. You are in for the fight of your life.

**MEDIGIAN TRADER #1 (LEVEL 1: 1/0, 2/0, 3/1, 4/1)**

[10] [9] [8] [7] [6] [5] [4] [3] [2] [1] (Medigian Trader #1 may fight no more.)

**MEDIGIAN TRADER #2 (LEVEL 1: 1/0, 2/0, 3/1, 4/1)**

[10] [9] [8] [7] [6] [5] [4] [3] [2] [1] (Medigian Trader #2 may fight no more.)

*(continued on next page)*

**SAGARD (LEVEL 2: 1/0, 2/1, 3/1, 4/2)**

[20] [19] [18] [17] [16] [15] [14] [13] [12] [11] [10]  
[9] [8] [7] [6] [5] [4] [3] [2] [1] (You are too badly  
wounded to continue. Go to Section 34.)

**DEVIL-BEAR (LEVEL 5: 1/2, 2/3, 3/3, 4/4)**

[30] [29] [28] [27] [26] [25] [24] [23] [22] [21] [20]  
[19] [18] [17] [16] [15] [14] [13] [12] [11] [10] [9] [8]  
[7] [6] [5] [4] [3] [2] [1] (You have defeated the  
Devil-Bear. Go to Section 35.)

You may *not* flee the Devil-Bear.

## SECTION 34

# Vanquished

A fire crackles nearby. You stir, not knowing where you are or how you arrived at this place. Before regaining your senses, you are awakened by a bellowing voice. "You have failed in all you have attempted. You have failed to defeat even a pair of foolish traders from the Medigian Kingdom, and you have run away from saving a woman of your own race. Thus far, I have protected you, Sagard, but the god Telchur is no friend to the cowardly or the weak. From this moment, you must behave as a Ratikkan warrior—or die!"

Your eyes clear. Though you remember your hideous fight, you feel no pain from it. Your *hit points* are restored to their full 20.

Hovering over you is the powerful, menacing form of a Valkyrie. "Telchur!" you exclaim. She is a

beautiful form, very tall and strong. Her long blond hair falls to her full breastplate. At her side she wears an Aesir sword of gleaming blue metal.

You start to speak, but her voice cuts through. "To regain your manhood, you must enter the cave of the Ice Dragon and retrieve his heart. No other task will redeem you!" This task will take all of the courage and strength you can muster. Death will probably come to you for it. Death, however, shall come as a friend, because it will be a hero's death.

"To accomplish this end, I shall give you a sword. It is a proud sword; carry it as such." Your eyes are struck by the blue glint of the sword in her hand. It is a beautiful *weapon*. She hands it down to you, and you admire it. Beautiful runes are etched on its sides. This sword will give you added fighting ability.

As long as you carry this *sword*, you may add 1 point of damage to all of your rolls. Even if you flip a 1, you will do 1 point of damage. Mark this on Sagard's *status chart*. Give up your life before you give up this sword.

While you admire the amazing weapon, the Valkyrie's voice bells on: "You will find the Ice Dragon beyond where the Valley of Glare ends! Get on your way!" As if carried by an invisible force, you rise from your seat and dash to the door. Once again, you are alone in the woods.

You look in all directions, and know not which to take. "Follow the southern star, fool." Seeing the southern star, you dash off.

Go to Section 39.





## SECTION 35

# Defeating the Devil-Bear

The Devil-Bear has fallen before you. Add 4 *experience marks*. Tired from the struggle and yet excited by the kill, you stumble toward the bear. The Medigian Traders lie lifeless on the ground. From behind, you hear a voice. "Though your thews are strong, your heart is weak."

You turn, and there stands the Ratikkan woman! She looks strangely different from how you remember her. She seems much larger and radiates a weird light. Her torn peasant cloak has fallen from her to reveal the scantily clad form of a much younger woman than you had thought. The moonlight reflects off the taut muscles in her abdomen and thighs. She raises her hands like a witch. From the ends of her fingers shoot spears of blue light. The spears strike the fallen traders, as if to make sure of their demise.

A sudden chill overtakes you as her eyes let off a strange blue radiance. "I am not the humble Ratikkan woman you mistook me for. I am a Valkyrie. I was merely riding with the traders to learn of their route. Were I to tell your tribesmen of your cowardice, you would be banished forever, but that is not my wish. It is my wish to see you grow up a true Ratikkan warrior. For that reason, I grant you reprieve."



Your eyes are locked to this strange apparition. You do not dare cross her, because you realize that she would strike you down in a moment. "You are to claim the heart of the Ice Dragon and return it to your tribe, or die on the quest."

She raises her hands again, and another bluish glow comes from them; this time, it radiates to your sword, surrounds it in a steely, icy energy, and settles. The sword you borrowed from the trader now looks and feels different, lighter and stronger. Strange runes appear on its side.

This *sword* will work well for you. The *weapon* will add 1 hit point every time you roll the die. Therefore, if you flip a 1, you will still get 1 hit, and you will add 1 hit to all of the others.

"Your quest is to the south. Be gone!" With that, the Valkyrie turns, and she seems to dissolve into the woods. In just a few moments, you are alone.

Go to Section 39.

## SECTION 36

### Fighting the Medigian Traders

You whisper to the Ratikkan woman, "I will fight them. In the meantime, you make your escape."

She smiles, unafraid. In one mighty motion, you move your arm to crush the lock and dive toward the sleeping Medigian Trader. Somersaulting to him, you reach his sword before he can. Meanwhile, the trader standing watch charges you, shouting ancient oaths.

In this combat, you will be able to fight the Medigian Traders one at a time. With surprise on your side, you strike first. For the first three rounds of combat, only the standing trader will fight back. Commencing with the fourth round, you will also fight the sleeping trader. Remember, both traders are Level 1 fighters.

**SAGARD (LEVEL 2: 1/0, 2/1, 3/1, 4/2)**

[20] [19] [18] [17] [16] [15] [14] [13] [12] [11] [10]  
[9] [8] [7] [6] [5] [4] [3] [2] [1] (You are too badly wounded to continue. Go to Section 38.)

**WATCHING MEDIGIAN TRADER (LEVEL 1: 1/0, 2/0, 3/1, 4/1)**

[10] [9] [8] [7] [6] [5] [4] [3] [2] [1] (This trader may fight no more.)

**SLEEPING MEDIGIAN TRADER (LEVEL 1: 1/0, 2/0, 3/1, 4/1)**

[10] [9] [8] [7] [6] [5] [4] [3] [2] [1] (You have defeated the Medigian Traders. Go to Section 37.)

If you successfully flee, go to Section 34.

## SECTION 37

# Crushing the Medigian Traders

The Medigian Traders lie face down in the gloom. Your heart pounds with the exertion of the struggle and the thrill of victory. Your efforts gain you *3 experience marks*.

Suddenly, you feel a strong presence behind you. It does not feel like an ordinary person, but something stronger. Your flesh curdles with goosebumps as you wheel around.

The Ratikkan woman holds a strange lantern that bathes you in a warm, powerful light. So completely has she changed that you barely recognize her. Moments ago, in the cage, she had appeared to be a scared tribewife. Now, scantily clad in a tight fur outfit, wearing a broadsword and the horns of a Valkyrie, she is a person of great power. "One day you may make a great warrior," she says.

"A Valkyrie!" you mutter, not fully regaining your voice.

She laughs wildly. "Many Ratikkan women have been kidnaped and sold into slavery in evil foreign

lands. I set out to trace the route, to give them a taste of blunt steel."

"I have ruined your plan."

She laughs. "There will be other traders to ride with. And for you, there will be another test of courage." She draws the broadsword from the belt at her supple waist. "In the mountains to the south, there are rumored to be the remnants of an ice empire. The empire has long since passed into history, but it is said that it is still guarded by the legendary Ice Dragon. Bring the Ice Dragon's heart to Ratic and you will become a warrior of great renown." She holds the broadsword out, hilt forward. "Do you accept the quest?" she asks.

With your voice choked, you nod yes.

"Take this sword. It will stand you in good stead."

This *sword* will give you a good advantage in combat. The *weapon* adds 1 hit point to all of your attacks. Therefore, if your table says 0, it is moved to 1; if it is 1, it now becomes 2.

If you wish to continue the quest, go to Section 39.

If you feel you have enough to stand before the tribal elders and want to return to your village, go to Section 112.

## SECTION 38

# Losing to the Medigian Traders

The last blow strikes. White dots flash before your eyes. You stumble backward and fall to the ground. In the darkness above you, one of the Medigian Traders raises his sword, ready to decapitate you. You move your legs, but you cannot stand. In the trader's eyes, you see the cold flame of death. Suddenly, his eyes bulge and he collapses like a marionette whose strings have been cut. His body tumbles to the ground next to you, and his head rolls a few feet away. Standing in his place is the Ratikkan woman, though she looks greatly changed from when you last saw her. Gone is the tattered shawl that covered her.

She stands before you nearly naked, save for a scanty fur tunic which is cut low at her chest and ends several inches above her knees. At her side she wears a drinking horn and a broadsword. You wonder where she had concealed this weapon when you rode in the wagon, but it is not for you to know such things about the servants of the god Telchur. On her head, she wears the distinctive silver horns of a Valkyrie.



"Telchur!" you mutter.

"One day, you shall be a great warrior, but there is much for you to learn." Before the blackness of death can overtake you, she bends down and holds the Horn of Redemption to your mouth. In moments, your full barbarian strength returns to you. You regain *all* of your *hit points*.

"I have saved you from death, but should you come so close again, nothing can save you. In return for this gift of life, you will carry out my will, for it is a mission that only one of your strength might accomplish."

You sit up, not comprehending your sudden surge of strength and vigor, and not believing that you had been so completely tricked by the Valkyrie.

"To the south lie the mountains. Secreted in the tallest mountain of the range, a dormant volcano, from which rise great plumes of steam, is the Ice King's Hall. There, so legend has it, dwells the Ice Dragon, a hearty beast with a ruby heart. Take the heart, and bring it to your tribe. It will be a trophy people will speak of for many ages."

She wipes her broadsword off with a cloth and hands it to you. It is a powerful-looking weapon. The cold light of the moon reflects the blue glint of prize steel, and strange runes carved in the blade seem to slither and alter their shapes. "Take this weapon. It will stand you in good stead through combat."

You admire the weapon. It would take the

lifelong earnings of several men to pay for such a sword. "And what payment do you ask from me?" you ask her.

She smiles. "That you have courage."

You take the *weapon* into your callused hand. The *sword* will help you. In all combat, you will do 1 extra hit point of damage to your enemies. For instance, if you would normally do 1 hit point, you will now do 2 points of damage. Even if you flip a 1, you will now do 1 point of damage.

Your quest takes you now to Section 39.

## SECTION 39

# Search for the Ice Dragon

Through the seemingly endless night you trudge across marshes, hills, forests, and thickets. All is strangely still, like the wind before a storm.

In the dead of night, you step onto a path of marble blocks. Though you know them to be centuries old, they still shine and glow eerily in the moonlight. Many have walked these stones before

you: the Gondorians who laid them, the Aerdians, the Hitaxian Merchants, the Priests of the Scarlet Brotherhood, and wild adventurers from all lands.

At the end of the path stands a large, cracked stadium that was built by the ancient Gondorians. Viewing its craftsmanship and nearly perfect symmetrical design, you can almost hear the roar of gladiator contests. Admiring it, you pause to wonder what other great structures these clever and industrious people built.

Little is actually known of the Gondorians, but myth recounts them as a great civilization which thrived in ancient times. It is said that all people of this world are descended from them, for in the moments before their destruction (which some say was by earthquake and others claim was by divine conflagration), they sent out the one hundred greatest men and women of their world to begin a new one.

At dawn, the burnt orange light of a Ratikkan dawn paints the mountains to the south. You stand on a tall ridge, about to embark on the greatest journey of your life.

Your quest calls you to Section 40.

## **SECTION 40**

# **The Valley in the Rakers**

A mysterious fog shrouds the valley, like a lacy curtain of death. High above, the mountain peaks melt into the clouds, and before you the skeletal shapes of gnarled trees line a frozen riverbank which meanders down through the valley. The scent of charred wood tickles your nose. Somewhere, not far away, is a dying fire.

Following the smoke, you come upon two small, tattered skin tents. Stalking closer, you can detect nothing of interest in the camp, save for an ornately painted Tehnite shield. You know not what the strange men of Tehn are doing this far east, but you lust for the shield. It would protect you well in battle if you could steal it, and it would serve as a fine trophy if you could take it back to your tribe.

Taking the shield is extremely dangerous. Tehnites are brutal fighters, and the tents indicate that there are two of them.

If you wish to take the shield, go to Section 41.

To avoid the Tehnites, go to Section 43.

## SECTION 41

# Two Tehnites in the Mist

Two steps away from the shield, you look up. It is a trap. Two Tehnites stand in the mist, their weapons drawn. You strike first. Remember any bonuses you may have in combat.

**SAGARD (LEVEL 2: 1/0, 2/1, 3/1, 4/2)**

[20] [19] [18] [17] [16] [15] [14] [13] [12] [11] [10]  
[9] [8] [7] [6] [5] [4] [3] [2] [1] (Your quest is terminated. Begin this book again.)

**TEHNITE #1 (LEVEL 2: 1/0, 2/1, 3/1, 4/2)**

[8] [7] [6] [5] [4] [3] [2] [1] (Tehnite #1 is finished.)

**TEHNITE #2 (LEVEL 2: 1/0, 2/1, 3/1, 4/2)**

[8] [7] [6] [5] [4] [3] [2] [1] (You have defeated the Tehnites. Go to Section 44.)

If you flee, go to Section 42.



## SECTION 42

# Fleeing the Tehnites

A Tehnite blade whistles overhead. In a blind fury, you lunge at your opponent with your spear. He deftly steps out of your way, laughing. "We shall have Ratikkan beef roasting over our fire tonight."

Panicked, you wheel around and dash into the mist. Running blindly, you lose your way in a thick, wooded bog. Looking back, you see no Tehnites. Either your speed put them far behind, or they felt you were not worth the effort of the chase.

Your lungs burning with fiery pain, you stop in the shelter of a thick oak. Moments later, you hear Tehnite voices. "Come out, Ratikkan, and face us . . . or does your race fear the mighty Tehnites?"

"Come in here and get me, Tehnite, or are you afraid to travel where there are no paths?"

For several minutes you wait, but you hear no sound of the Tehnites. As night falls, you lie back and rest, for they have gone on their way. You regain 8 *hit points*.

There are other battles to be fought, as you continue your quest in Section 45.

## **SECTION 43**

# **Avoiding the Tehnites**

Though you have never met a Tehnite, you have heard tales of their ferocity, ruthlessness, and cruelty. Having no desire to end your life as an offering on some altar of their evil god Nerull, you creep past them under cover of mist, thinking there will be other shields to grab.

All your life, you have lived near the woods. You have stalked foxes, deer, and wild boar with men of your tribe. Slipping past humans whose ears have been deafened by civilization should be easy.

Flip the pages. A 1 or a 2 takes you to Section 17. A 3 or a 4 takes you to Section 31.

## SECTION 44

# Defeating the Tehnites

Blood drips off your freshly christened sword. You have swiftly killed the Tehnites.

The round shield, just a few feet away, is made of leather and brass, emblazoned with a carved Tehnite raven on a red field.

This shield counts as both a *weapon* and a *trophy*. As a *weapon*, it will absorb up to 10 hit points. After that, it is of no use, but you may take the *raven* off it as a well-respected *trophy*. You gain 2 *experience marks*. Before leaving the camp, you devour a pheasant, which is slowly cooking over an open fire. The Tehnites will not be needing it. Eat this pheasant and regain 6 *hit points*.

Your quest continues in Section 45.





## SECTION 45

# The Furred Snake

The afternoon passes as you cross the long valley. Out of the corner of your eye, you see a soft fur pelt of black and white. Thinking that it might be a small animal to cook for dinner, you creep slowly toward it. Suddenly it moves—not in the quick manner of a wolf or a raccoon, but in a slow, stealthy, coiling manner. Shuddering, you realize this is the rare and hideous Furred Snake!

The serpent rises from the ground, and its burning red eyes glare at you. You are too close to run away from this swift and deadly cross between reptile and mammal. You must fight it. You strike first.

**SAGARD (LEVEL 2: 1/0, 2/1, 3/1, 4/2)**

[20] [19] [18] [17] [16] [15] [14] [13] [12] [11] [10]

[9] [8] [7] [6] [5] [4] [3] [2] [1] (Your quest is over.

Begin the book again.)

**FURRED SNAKE (LEVEL 4: 1/1, 2/2, 3/3, 4/3)**

[8] [7] [6] [5] [4] [3] [2] [1] (The Furred Snake is

defeated. You will find a *trophy* in Section 46.)

You may *not* flee the Furred Snake.

## SECTION 46

# Killing the Furred Snake

The Furred Snake lies in an oozing coil. You have slain it. You rip out the fang. If legend is true, its venom has mystical curative powers.

You may either drink this venom now to return to your full strength of 20 hit points, or may save it for desperate combat. If you choose to do the latter, enter the *snake's fang* in the *special items* column of your *status chart*. Curative effects are instant and can be employed at any time, even in the middle of battle. If you have a good number of hit points left, you may want to save it.

If you used the shield you acquired from the Tehnites in this combat, remember that it is good for a total of only 10 hit points. Keep the *raven* as a *trophy* and note it on your *status chart*. Killing the Furred Snake gains you 3 *experience marks*; the *fang* serves as a *trophy*.

You set forth along the meandering riverbank which leads you to the end of the valley. Your options await you in Section 47.

## SECTION 47

# The Valley's End

In front of you, to your left and to your right, are three sheer cliffs that extend well above the fog. Inspecting the mountain, you realize that there are three potential entrances to it.

To your left is a *crevasse*. It appears to be some kind of natural formation. Entering the crevasse is done in Section 48.

Directly in front of you is a *natural cave*, carved by the river. It is now dry, with only small trickles of icy water. To investigate the natural cave, go carefully to Section 49.

To your right is a *small portal* hewn out of the rock. This looks as if it were man-made. Near it is a large boulder. It appears that the boulder may once have been used to seal off the portal. To enter the small portal, creep to Section 15.

Instinct tells you that you are near the lair of the Ice Dragon. Not wanting to risk any of the *trophies* you have already acquired, you stash them here (except, of course, for the trophies that also serve as

*weapons, armor, or special items, such as the shield, sword, or snake's fang).*

This section is unique in that you will have opportunities to return to it during investigations into the caves that lead to the lair of the Ice Dragon.

Whenever you come to this section, you have the option of entering or reentering any of the caves. However, you may not fight the same opponent twice, nor may you take the same trophy twice.

*Warning:* You are entering an extremely dangerous place. Proceed with courage and caution.

## SECTION 48

# The Crevasse

You venture ten feet into the crevasse. It is pitch dark and eerie. All you hear is the low moan of wind rushing at you from the darkness beyond. There is a slight musky smell, as if the air has somehow become tainted inside the mountain. Further on, you enter a small chamber. It is dark, lit only by diffused light from outside. Leaning down, you strike your flint and steel and build a small fire. Suddenly, you hear the high-pitched scream of bats! They are weak fighters, but there are fifteen

of them. You kill 1 bat for each point of damage you cause. The bats are Level 0 fighters.

**SAGARD (LEVEL 2: 1/0, 2/1, 3/1, 4/2)**

[20] [19] [18] [17] [16] [15] [14] [13] [12] [11] [10]  
[9] [8] [7] [6] [5] [4] [3] [2] [1] (You are finished.  
Your quest is over. Start the book from the beginning.)

**BATS (LEVEL 0: 1/0, 2/0, 3/0, 4/1)**

**BAT #1** [1] (Bat #1 is dead.)

**BAT #2** [1] (Bat #2 is dead.)

**BAT #3** [1] (Bat #3 is dead.)

**BAT #4** [1] (Bat #4 is dead.)

**BAT #5** [1] (Bat #5 is dead.)

**BAT #6** [1] (Bat #6 is dead.)

**BAT #7** [1] (Bat #7 is dead.)

**BAT #8** [1] (Bat #8 is dead.)

**BAT #9** [1] (Bat #9 is dead.)

**BAT #10** [1] (Bat #10 is dead.)

**BAT #11** [1] (Bat #11 is dead.)

**BAT #12** [1] (Bat #12 is dead.)

**BAT #13** [1] (Bat #13 is dead.)

**BAT #14** [1] (Bat #14 is dead.)

**BAT #15** [1] (You have defeated the Bats. Go to  
Section 70.)

If you successfully flee, return to Section 47.



## **SECTION 49**

# **The Natural Cave**

The cave opens around you like a gigantic mouth. You enter and glance around. Strange runes were carved on the inner walls long ago and have been nearly rubbed off by running water through the ages. The floor is solid ice. Twenty yards from the opening, the floor of ice ends on a sharp slope. You are standing at the top of what appears to be a frozen waterfall. You can slide down the waterfall, but there is no way to get back up.

If you want to slide down the waterfall, slide to Section 74.

To try one of the other caves, step back to Section 47.

## **SECTION 50**

# **The Journey South**

All night you travel southward. It is a wet, muddy trek, as winter showers fall lightly on you.

Toward dawn, you stop to rest. The night fog lifts, and along the eastern horizon is the pink band of light that presages the sun's rising. In the distance you hear the low roar of thunder. A gust of wind picks up your hair and blows it back.

You break out your flint and steel kit to begin a fire. A sickly sweet smell strikes your nose. It is neither a natural herb nor a flower, though it smells like a combination of several flowers. It could only be some ghastly concoction of civilization.

Whirling around, you see a silver blur. Instinctively, you dive away as the blade of a broadsword swishes over your head. Scrambling for your spear, you see your opponent as he lumbers slowly toward you. He is a knight of some sort in gleaming silver armor. Atop his head is a fluttering plume.

His armor is thick, but by the way he handles his sword you can see that he is no great fighter. It is your guess that he is a soldier from the North Province. You could outrun him, but your eyes fix on a possible *trophy*—the *plume* on his head.

Though Ratikkans do not wear plate armor, you will wear chain mail on occasion. The Plumed Knight's *armor* could help you in further encounters.

To fight the Plumed Knight, turn to Section 51.

## SECTION 51

# Fighting the Plumed Knight

This is your first battle. The rules of combat are explained in Section 121. Your opponent is an armored fighter. His armor allows him 15 hit points, but he is a Level 1 fighter.

**SAGARD (LEVEL 2: 1/0, 2/1, 3/1, 4/2)**

[20] [19] [18] [17] [16] [15] [14] [13] [12] [11] [10]  
[9] [8] [7] [6] [5] [4] [3] [2] [1] (You are too badly  
wounded to continue. Go to Section 53.)

**PLUMED KNIGHT (LEVEL 1: 1/0, 2/0, 3/1, 4/1)**

[15] [14] [13] [12] [11] [10] [9] [8] [7] [6] [5] [4] [3]  
[2] [1] (You have defeated the Plumed Knight.  
Proceed triumphantly to Section 52.)

You may *not* flee the Plumed Knight.

## SECTION 52

# Beating the Plumed Knight

The Plumed Knight drops his sword, goes down on his knees, and assumes the posture of a beggar. You gain *1 experience mark*. He removes his helmet, and you see him for what he is: a round-faced, scared Provincial boy. "Please harm me no more, Ratikkan. I will give you anything you ask."

"Why should I spare you?" you ask. "You would have cleaved me in two, given the chance."

"Spare me, and one day I might be able to help you. Kill me, and you will only have blood on your sword, and perhaps provoke my fellow Aerdians to attack Ratik."

You laugh. "Why would Aerdians go to war over the life of a weakling such as yourself?"

"I am no fighter, but I am a good prince."

"A prince, no less? Give me your plume and mail shirt, and I shall leave you alone."

He does as requested. Include the *plume* as a *trophy* on your *status chart*. Then take the *mail*

*shirt*. It will serve you well in combat, allowing you to deduct 1 hit point each time you are struck. For instance, if an opponent rolls 2 hit points on you, you will only receive 1 point of damage. If he rolls 1, you will not receive any damage at all.

As you put on the mail shirt, you hear several voices. In the distance, you see the silhouettes of four Aerdian Warriors. Stalk carefully to Section 55.

## **SECTION 53**

# **Losing to the Plumed Knight**

Something is wrong here. You are a Level 2 fighter, and the Plumed Knight is a Level 1 fighter. You have 20 hit points and he has only 15. You should have beaten him easily. Because this was your first battle, and the vigor of youth courses in your veins, fight him again. Reread the fighting instructions, go back to Section 51, and begin the battle fresh from the beginning.

You will not be shown such mercy again. If this is your second time reading this, go back to the beginning and head west.



## SECTION 54

# Beating the Zokapers

Defeated, the Zokapers lie on the ground. You remove their flasks from their bodies and drink a healthy liquid, which fills your veins with fire. You regain *all hit points*. Fighting skating enemies gains you *2 experience marks*. Stronger and still wondering what is the nature of these men, you cross through the great gateway in Section 72.

## SECTION 55

# The Young Aerdian Warriors

Four young Aerdian Warriors are dashing toward you. One of them yells, "Ah, a young Ratikkan. He will make a marvelous decoration at the end of my spear."

You turn to fight. There are four of them and only one of you; however, as they are running, you get to strike first. Remember, you now have a *mail shirt*, which reduces damage by 1 point no matter what your enemies roll. Remember, too, that combat is

carried out in the following manner: You roll first and mark the damage on the first Aerdian Warrior you encounter. Then, each Aerdian Warrior rolls. This means they will have 4 attacks on you. As you reduce each one's number to 0, that warrior does not roll again. It will be a hard fight. If your strength drops to below 5 and the warriors appear strong, attempt to flee.

**SAGARD (LEVEL 2: 1/0, 2/1, 3/1, 4/2)**

(Remember to deduct any hit points you have already lost.)

[20] [19] [18] [17] [16] [15] [14] [13] [12] [11] [10]  
[9] [8] [7] [6] [5] [4] [3] [2] [1] (You are too badly wounded to continue. Go to Section 57.)

**AERDIAN WARRIORS (LEVEL 2: 1/0, 2/1, 3/1, 4/2)**

**WARRIOR #1** [10] [9] [8] [7] [6] [5] [4] [3] [2]  
[1] (You have beaten Aerdian Warrior #1.)

**WARRIOR #2** [10] [9] [8] [7] [6] [5] [4] [3] [2]  
[1] (You have beaten Aerdian Warrior #2.)

**WARRIOR #3** [10] [9] [8] [7] [6] [5] [4] [3] [2]  
[1] (You have beaten Aerdian Warrior #3.)

**WARRIOR #4** [10] [9] [8] [7] [6] [5] [4] [3] [2]  
[1] (You have defeated the Aerdian Warriors. Go to Section 56.)

If you successfully flee, go to Section 11.

## SECTION 56

# Beating the Aerdian Warriors

The Aerdian Warriors lie wounded. This was an act of great courage; you gain *4 experience marks*.

The Plumed Knight looks up at you with awe. "One day you will be a great warrior. I wish to learn from you. May I travel with you?"

You laugh derisively. "My fair prince, you are meant for the scented salons of Aerdie. Return there before a Ratikkan wolf makes dinner of you."

The prince looks away sadly. Knowing that your course is far away and that you must run and climb quickly, you remove the mail shirt and return it to the Aerdian prince. (Eliminate the *mail shirt* from the *armor and weapons* column of your *status chart*.) "I have your feather as a souvenir of meeting you. Take this as a souvenir of your encounter with me."

Your steely thews carry you swiftly toward the mountains. Go to Section 4.



## SECTION 57

# Wounded by the Aerdian Warriors

You lie on the ground, dazed and hurt. A dark silhouette hovers above you. You hear the rustling of armor. "Send the Ratikkan dog to his barbarian gods."

Dimly, you see the Aerdian above you raise his sword. You are powerless to stop him.

"Spare him by my command!" The voice you hear is that of the Plumed Knight.

"Your Highness, if we allow him to live, he will grow to be a fierce enemy of our kingdom."

"He showed mercy to me, I shall do the same for him. Strip him of my mail shirt, for I need it more than he. Leave nourishment for him, and let him keep my plume. He has earned it."

For two days, you recover from the fight and regain *12 hit points*. Cross the *mail shirt* off the *Sagard status chart*. You gain *1 experience mark*. Go to Section 4.





## SECTION 58

# Beating the Medigian Traders

The Medigian Traders lie in the dirt. Turning to free the Ratikkan woman, you see that she is completely transformed. She has released herself from the cage and wears the scanty garb of the Valkyrie, a creature you have only heard of in myth.

Her stature approaches that of the Amazons of legend, but her beauty surpasses all you have seen. Her eyes are bright blue, and her long blond hair falls to her ample breastplate.

"I have watched you, and you have fought valiantly, Sagard. For that, I shall reward you with strength." Your full barbarian strength returns. You regain *all hit points*. You shall trade your spear for the Valkyrie's sword; take your *spear* off your *weapons* list.

She throws the sword to you. It passes through the air like a streak of blue lightning and falls at your feet. You pick it up. It is a powerful *weapon*. As long as you carry the *sword*, you will do 1 extra hit point of damage in each round of combat; even if you flip a 1, you will do 1 point of damage. You gain 3 *experience marks*.

You step toward her, simply desiring to touch a

creature of such beauty, but your hand passed through her. "Find the Ice Dragon, Sagard. Take his heart. You shall be the greatest warrior of all. One warning, Sagard: Thus far, I have watched over you and would have protected you had you been hurt. I must depart now. From this moment on, your stakes are life or death." You are filled with her mystical strength. She vanishes.

You stand for a moment, glowing, and then turn to leave. Go to Section 59.

## SECTION 59

### In Search of the Sage

Not knowing where the Ice Dragon's lair might be, you trek northward to the hut of the Frusti Sage. You have been to this hut once before, but never have you seen the sage, for you were young and the elders made you wait outside. The sage is a man of great knowledge, but you have also heard dark tales about him.

At first, the hut is a mere speck at the top of a tall, unnatural mound, but as you climb, the hut grows larger.

The hut, which is of haphazard wooden construction, is blanketed in a swirling mist. At first you knock softly, then you bang on the door. For several moments you hear nothing but a strange creaking

on the other side. Impatient, you enter the hut. It is dark and gloomy inside.

Strange texts, maps, and objects of witchcraft litter the room, which seems to have no order. Seeing nobody in the hut, you step to a table where a map lies open. Before you reach the map, however, a cold hand reaches out of the gloom and grabs your shoulder.

"Do not turn around, Ratikkan. What is it that brings you to my hut?"

A shiver runs up your spine. "I am in search of the Ice Dragon," you respond.

"And you thought you could spy the information from my map without paying the cost," the deep, gravelly voice says.

You resist the urge to turn around. "There was no answer at your door. I will pay your cost if it be reasonable."

"That sword will do nicely," the sage says eagerly.

"It was given to me by a Valkyrie. You overvalue your information."

A low, rumbling laugh comes from behind you. "If you do not give it to me, you will have to fight me for it."

Your eyes struggle vainly for a mirror or another object that will tell you how mighty he is, but you see none. Knowing nothing of this menacing Frusti, you must make the decision of whether to fight or give him the sword.

If you will fight the sage, turn to Section 60.

To give him the sword, turn to Section 61.







## SECTION 60

# Fighting the Frusti Sage

Jerking the sword from your belt, you whirl around and face the Frusti Sage. He is a giant of a man with a fiery red beard and a wild tangle of red hair which hangs down onto his furred cap and bare chest. In his hand is an enormous two-handed axe. A deep, bellowing laugh comes from his chest. "You are a fool, Ratikkan!"

He swings the axe. You dive away from its cutting arc. The savage blade cleaves a shelf, tumbling a pile of scrolls. He is tough; he is a Frusti Berserker. He has no regard for his own safety, and no armor.

When you fight him, use the bonus you get from the Valkyrie's sword (you do 1 extra point of damage with every roll).

**SAGARD (LEVEL 2: 1/0, 2/1, 3/1, 4/2)**

[20] [19] [18] [17] [16] [15] [14] [13] [12] [11] [10]  
[9] [8] [7] [6] [5] [4] [3] [2] [1] (You have failed in  
your mission. Begin the book again, if you dare.)

**FRUSTI SAGE (LEVEL 5: 1/2, 2/3, 3/3, 4/4)**

[8] [7] [6] [5] [4] [3] [2] [1] (The Frusti Sage is  
vanquished. A reward awaits you in Section 62.)

You may *not* flee the Frusti Sage.

## SECTION 61

# Giving Over the Sword

Fearing the Frusti Sage, you carefully hand the sword back to him. (Remove the *sword* from your *weapons* cache.) He takes it and laughs crazily. "No true warrior would ever surrender his sword." He gives you a kick in the seat and sends you sprawling across the room; you topple a table and end up seated.

Before you stands the sage. He is a giant of a man with a fiery red beard and a wild tangle of red hair which hangs down onto his furred cap and bare chest. In his hand is an enormous two-handed axe. A deep, bellowing laugh comes from his chest. "If you are such a fool as to try to find the Ice Dragon, you will find him in the tallest mountain of the Rakers. Take this spear with you—it may help you catch fish."

He hands you a spear and laughs at you again. Now that you have seen him, you may want to fight him. If so, go to Section 63. If not, go to Section 64.

## SECTION 62

### Beating the Frusti Sage

The Frusti Sage lies bleeding. After sheathing your sword, you take a map from the shelf (mark the *map* as a *trophy*). It indicates that the Ice Dragon is located in the highest mountain in the Rakers. Resting at the hut, you heal all of your wounds. You gain 3 *experience marks*.

As the sun glows red on the horizon, you continue on your journey. Go to Section 39.

## SECTION 63

# Fighting for Your Sword

The Frusti Sage is surprised when you lunge after him with the spear. You strike first. But now *he* has the bonus of the Valkyrie's sword.

**SAGARD (LEVEL 2: 1/0, 2/1, 3/1, 4/2)**

[20] [19] [18] [17] [16] [15] [14] [13] [12] [11] [10]  
[9] [8] [7] [6] [5] [4] [3] [2] [1] (You have failed in your mission. Begin again, if you dare.)

**FRUSTI SAGE (LEVEL 5: 1/2, 2/3, 3/3, 4/4)**

[8] [7] [6] [5] [4] [3] [2] [1] (You have beaten the Frusti Sage. Go to Section 62.)

You may *not* flee the Frusti Sage.

## SECTION 64

# Submitting to the Frusti Sage

Without your sword, you leave the Frusti Sage. His rumbling laughter tumbles out of the hut as you step down the hill. You are humiliated, but still alive. Go to Section 39.

## SECTION 65

### With Glanda

Your heart flutters as you look into Glanda's pretty eyes. "I could think of nobody I would rather find the Ice Dragon with, Sagard," she says.

"Then let us depart," you say.

"Unfortunately, I do not know where it is," she says, smiling.

Your spirits drop. The best quest of your life, and this girl doesn't even know where to take you. You ponder this for a moment, until a voice cuts through the morning mist.

"Glanda! I have been searching all over for you."

You whirl around to see a Ratikkan boy. He doesn't seem to notice you as he steps toward Glanda.

"How dare you follow me!" she says. "This is *my* quest," she says, hands on hips.

He stiffens. "Who is *he*?" he asks, pointing at you.

"I am Sagard. I have just met her this moment," you say.

"Then you will take no offense if I ask you to leave," he responds.

"But Sagard has agreed to join me in searching for the Ice Dragon."



"Then he will do so over my frozen corpse." The Ratikkan boy draws his sword and faces you off.

You can either fight or make a graceful exit. In this issue, you are of two minds. The test of manhood is supposed to be a solo mission, and yet Glanda has created a strange feeling in your chest. The feeling is soft and warm, and you want to be close to Glanda. You fight this feeling for a moment, because it seems dangerously like magic.

If you are willing to fight the Ratikkan boy, go to Section 67.

If you would like to leave gracefully, go to Section 66.

## SECTION 66

# Leaving Glanda

"I don't have time for this," you say. "How you two settle your affairs is *your* business. I must go!"

"You are no man if you will not fight for my heart," Glanda says.

"You are no woman if you would have a man die for you," you retort. With that, you leave. It was wise to do so. The girl would have endangered your mission. You gain 2 *experience marks*.

Go to Section 22.

## **SECTION 67**

# **Fighting the Ratikkan Boy**

You draw your sword. Glanda steps over to a rock to watch. You are mildly annoyed that she would take such a passive role; nevertheless, you are forced to deal with another suitor. He is almost as tough as you. You must flip the pages. If the result is even, you attack first. If the result is odd, he attacks first.

**SAGARD (LEVEL 2: 1/0, 2/1, 3/1, 4/2)**

[20] [19] [18] [17] [16] [15] [14] [13] [12] [11] [10]  
[9] [8] [7] [6] [5] [4] [3] [2] [1] (You have been  
humiliated by the Ratikkan boy. Go to Section 69.)

**RATIKKAN BOY (LEVEL 2: 1/0, 2/1, 3/1, 4/2)**

[15] [14] [13] [12] [11] [10] [9] [8] [7] [6] [5] [4] [3]  
[2] [1] (You have defeated the Ratikkan boy. Go to  
Section 68.)

If you successfully flee, go to Section 9.

## SECTION 68

# Beating the Ratikkan Boy

You raise your sword to crush the life out of the Ratikkan boy. Glanda, who had cheered for both of you during the fight, stands up and shouts. "Do not kill him. I love him!"

You wheel in your tracks and see her dashing for the Ratikkan boy. You are disgusted by this display. "I will spare him, for he fought well. I wish him full recovery of his health and his common sense. A man of his courage should have a woman that is his equal."

You only receive *1 experience mark* for this fight, and you do *not* heal any wounds. You have learned something important about the ways of a warrior. Sagard shall never fight for the amusement of anyone. In a later book, this knowledge shall come in handy. Go to Section 22.

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## SECTION 69

# Losing to the Ratikkan Boy

The Ratikkan boy stands over you with his sword raised, about to slay you. Glanda dives over your body. "Do not kill him! I love him!"

The Ratikkan boy walks away in disgust. You are alone in the dirt with Glanda. After building a small fire, she tends to your wounds.

"Why did you spare me?" you ask, when you recover enough to talk.

"I am different from other women. Most women love only those who win in battles. You, however, have lost; therefore, I love you."

For three days you recover, and you regain your full *20 hit points*. Then, the stale taste of being a loser fills your mouth. You sneak off into the distance, regaining a bit of your self-respect.

Go to Section 22.



## SECTION 70

# Beating the Bats

The Bats are lying dead on the ground, and you creep further down the cave (gain 2 *experience marks*). It is dark, and a slight chill touches you. It is not the evil chill of the undead, but a chill of cooled air from inside the cave. Still, the air is unnaturally cold, even for Ratik. Striking your flint to steel, you build a small fire.

In the flickering light of the new fire, you survey the crevasse. It is not the natural, rough wall of stone that might be expected. Its construction is the work of human hands. Great blocks of granite have been stacked one on top of another to create this cavern. Over the centuries since they were built, they have crumbled and fallen toward one another. Small bits of fabric litter the floor. Gazing at them, you shudder. These fabrics are the shredded remnants of men's clothing!

Something hideous has happened here, but the silence of the walls gives no hint about what this building might have been or might still be. From deep inside the cave, you hear the low hum of voices, but you can't understand the individual words they speak.

At this point, you may either proceed forward or exit the cave. If you choose to exit the cave, go to Section 47. If you choose to proceed, keep reading.

Making a torch of the torn fragments and a thick branch which must have fallen into the crevasse during a storm, you proceed down the crevasse, which you now realize was once a corridor.

Forty feet from where you made the torch, you discover a small room. In the distance, you still hear the voices. Entering the room, you find the carcasses of several strange black and white birds without feathers. You have heard of these birds before, but you have never seen one.

Cautiously advancing, you take one of the birds from the rack, smell the meat to determine that it is not tainted, and proceed to devour it. The meat is cold and gamy, but nourishing. You regain 5 *hit points*.

As you finish the bird, a high-pitched, guttural sound pierces your ears. Wheeling around, you see

a short creature with a dark, scaly, rusty-brown hide and an almost doggish face standing at the door—a hideous mixture of races. In one hand this beast carries a pitchfork, and in the other a long, serrated, piercing dagger. Hanging from his neck are several small necklaces, and on his fingers are several rings. You know this animal as a Kobold, junk master of ancient refuse. He calls out in his piercing voice again, and three more Kobolds appear.

The four Kobolds attack you. They are Level 1 fighters, but each one only requires two hits to kill.

**SAGARD (LEVEL 2: 1/0, 2/1, 3/1, 4/2)**

[20] [19] [18] [17] [16] [15] [14] [13] [12] [11] [10]  
[9] [8] [7] [6] [5] [4] [3] [2] [1] (You have failed to  
accomplish your mission. Begin the book again.)

**KOBOLDS (LEVEL 1: 1/0, 2/0, 3/1, 4/1)**

**KOBOLD #1** [2] [1] (Kobold #1 is dead.)

**KOBOLD #2** [2] [1] (Kobold #2 is dead.)

**KOBOLD #3** [2] [1] (Kobold #3 is dead.)

**KOBOLD #4** [2] [1] (Kobold #4 is dead. Go to  
Section 71.)

If you flee, go to Section 47.





## SECTION 71

# Beating the Kobolds

After defeating the Kobolds, you build a fire in the hearth and rest (regain *all hit points*). They weren't much of a fight, but you gain *1 experience mark*.

Rested, you leave the room. The corridor ends at a set of stone stairs which lead downward. Carefully, you descend the stairs. With each step, you get colder and begin to shiver. To get out now, go to Section 47. To keep going down the stairs, continue reading.

Proceeding down the stairs, you find yourself in a hideous room. Your torchlight shines on a terrible tangle of bones, pelts, broken weapons, and clothing. These gruesome artifacts are carelessly piled in the center of the room like garbage. Here and there is a stray pelt or item that has been rifled by the Kobolds. A quick scan of the room reveals there is nothing of value in it. It is a garbage heap.

Above is a large hole in the wall. Behind the hole, you see the shape of a chute leading upward. Reasoning tells you that the things in this room have been dropped here from the hole.

Knowing that the chute leads to another structure, you are tempted to climb it. However, the carnage in the room suggests that many have never lived to tell of such an adventure.

If you want to go back now with your trophies and experience, go to Section 47. If you want to ascend the chute, advance to Section 72.



## SECTION 72

# The Gateway

Everything around you glows in a shimmering, cold light. You are in a gigantic, cavernous room covered in ice. Before you is a massive wooden doorway with strange Gondorian runes carved in the icy walls on either side of it. A bridge leads to the doorway. Under the bridge, an icy river rushes by.

Looking over your shoulder, you see a circular dome of ice that looks like a frozen fountain. You haven't come this far to turn around, so you set out to see what is behind the gigantic door.

While crossing the bridge that leads to the door, you hear a strange creaking. Suddenly, the bridge gives way!

In a desperate leap, you jump to the far side of the bridge. Feet firmly on the ground, you turn to see the bridge plummet into the icy abyss below.

You are trapped on the far side of the river. There is no way back.

At the bottom of the door is a massive keyhole. Only a fool would have trouble opening it. Using the tip of your dagger, you release each tumbler, turn the handle, and pull the door toward you.

No sooner do you open the door than a windy, low-pitched roar, like wind across an icy plain rumbles forth.

There stands the most deadly creature you have ever seen: the Ice Golem!

His massive structure nearly fills the doorway. He is made of ice and is transparent, except for his glowing blue eyes. In his hands, he holds a massive, dagger-sharp icicle, which he is ready to drive through your body!

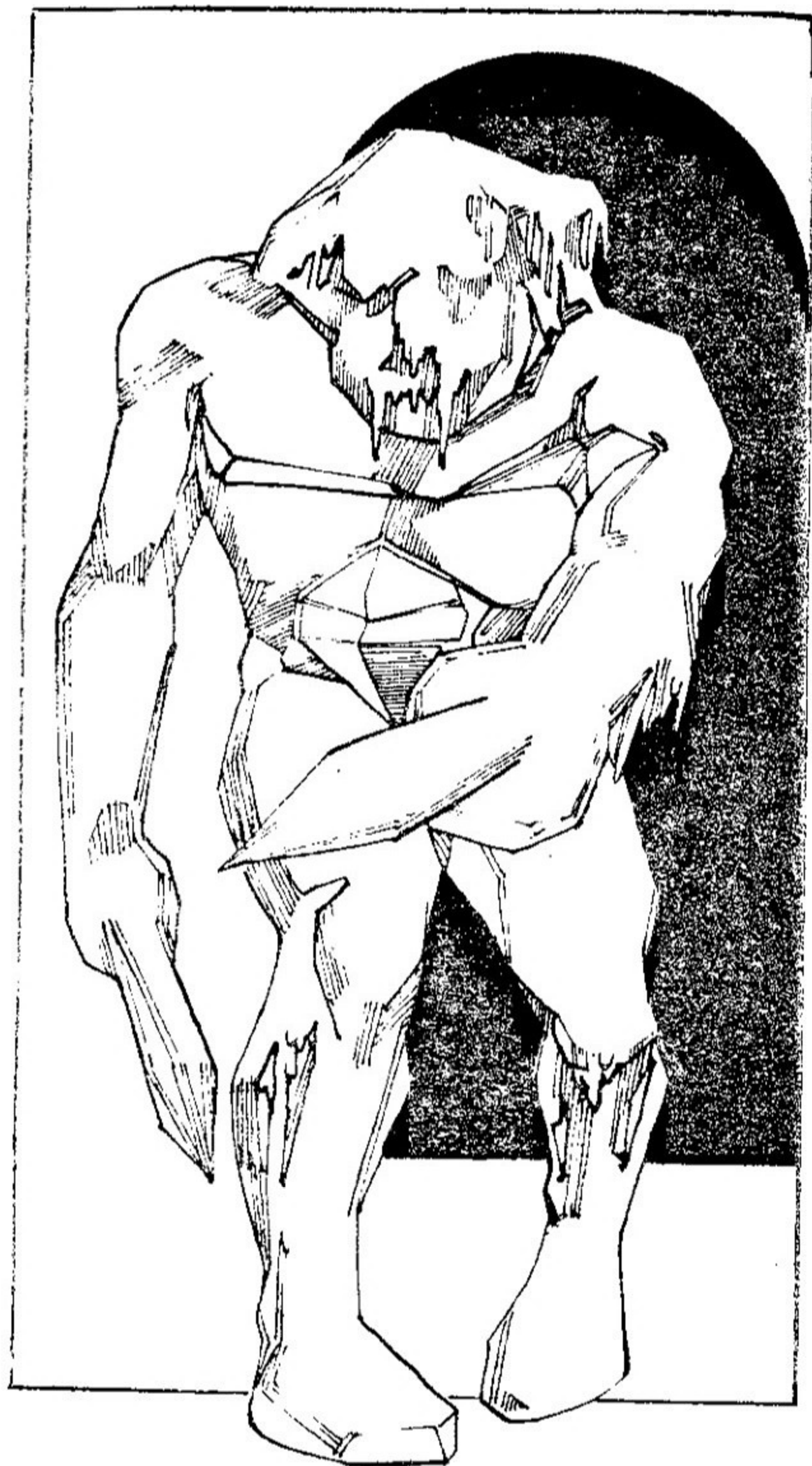
There is no way to flee the Ice Golem. In combat, he would destroy you. Strong magic or allies will be needed if you ever hope to fight him. Your only hope is to slide past him. Your only advantage is speed.

As he lumbers toward you with his deadly icicle, you plot a way to slip between his legs and into the unknown room beyond, from which you can only see an eerie green glow. Go to Section 73.

## **SECTION 73**

# **The Ice Golem**

You must kill the Ice Golem in order to escape this place. If this is your first encounter with him, your chances for success are minimal; however, you may find in the mysterious room the resources with which to fight him. Finding the proper resources will take a great deal of cunning and insight, but for



now your problem is simply slipping past him. In order to slip past the Ice Golem, you have to flip a 4.

If you are unsuccessful, then flip the pages to attack, and mark any damage that you cause to the Ice Golem.

The Ice Golem attacks you. He is a Level 5 fighter with 50 hit points. Remember, you have little chance of beating him.

#### **SAGARD (LEVEL 2: 1/0, 2/1, 3/1, 4/2)**

[20] [19] [18] [17] [16] [15] [14] [13] [12] [11] [10]  
[9] [8] [7] [6] [5] [4] [3] [2] [1] (You have failed in  
your first mission. Try again, from the beginning  
of the book.)

#### **ICE GOLEM (LEVEL 5: 1/2, 2/3, 3/3, 4/4)**

[50] [49] [48] [47] [46] [45] [44] [43] [42] [41] [40]  
[39] [38] [37] [36] [35] [34] [33] [32] [31] [30] [29]  
[28] [27] [26] [25] [24] [23] [22] [21] [20] [19] [18]  
[17] [16] [15] [14] [13] [12] [11] [10] [9] [8] [7] [6]  
[5] [4] [3] [2] [1] (The Ice Golem is shattered.

Proceed triumphantly to Section 77.)

Flip the pages to slip past the Ice Golem. If you are successful, go to Section 78.

## SECTION 74

# The Zokapers

You slide down the waterfall onto a field of ice. It is unnaturally cold here, even for the mountains of Ratik. The icy wind rustles through your hair as you speed through the blue darkness. Your heart pounds, for you have never traveled so quickly; should you run into an errant icicle, you will be impaled.

On the other side of a broad cavern, you hit what appears to be another frozen waterfall and slide up it, just barely clearing it before losing your momentum. At the top of the second waterfall, you stop.

Standing on top of the second ridge, you peer around. Suddenly, you hear a speedy, swishing sound, and a voice calls to you.

"Death to those who would defy the Zokapers." Out of the gloom appear two men. Thin rails of iron are attached to their boots, and in their hands are deadly barbed whips. They come at you with blinding speed.



You draw your sword from your belt and hold it up. As the Zokapers draw nearer, you see that they are small men with pale faces and dark hair that blows back in the wind. They wear strange-looking uniforms that appear to be made of ancient cloth that has been patched hundreds of times in the past centuries, as if handed down from man to man.

They are Level 1 fighters with 8 hit points.

**SAGARD (LEVEL 2: 1/0, 2/1, 3/1, 4/2)**

[20] [19] [18] [17] [16] [15] [14] [13] [12] [11] [10]  
[9] [8] [7] [6] [5] [4] [3] [2] [1] (You have failed in your first mission. Try again, from the beginning of the book.)

**ZOKAPER #1 (LEVEL 1: 1/0, 2/0, 3/1, 4/1)**

[8] [7] [6] [5] [4] [3] [2] [1] (Zokaper #1 is dead.)

**ZOKAPER #2 (LEVEL 1: 1/0, 2/0, 3/1, 4/1)**

[3] [7] [6] [5] [4] [3] [2] [1] (You have defeated the Zokapers. Go to Section 54.)

You may *not* flee the Zokapers.

## SECTION 75

# Fighting the Ghosts

You swing at the first Ghost. Your sword passes harmlessly through him. The second Ghost, his face drawn in a screaming rictus, swings at you. Expecting to feel the sharp pain of cold steel ripping your flesh, you feel nothing except a slight chill as the phantom sword cuts through your body.

The Ghosts swing harmlessly at you as you investigate the room. By all appearances, you are in an ancient crypt, probably pre-Gondorian.

You feel watched; turning, you see bright, glowing eyes staring at you from a doorway at the far end of the tomb. You step toward the glowing eyes and see white, almost skeletal hands beckoning you.

You can either follow the beckoning of the hands (go to Section 76), or leave the stench of this magical tomb behind (go to Section 47).

## SECTION 76

# Past the Ghost Fighters

You step toward the beckoning hands. As you draw closer, they recede into the darkness. Slowly, you follow them into a deep underground cavern that seems to glow with a light that comes from the walls. Touching the walls, you feel a strange moss.

Turning, you shudder to see several of the pale creatures staring at you. They stand in a semicircle, closing in on you. None of them appears to be armed, and their bulbous eyes seem to be pleading to you. However, they say nothing, and the silence is more chilling than anything these haunted creatures could say.

"Who are you?" you ask, but they give no response. The circle closes, their long, bony hands touching you, their gaunt, cadaverous faces turning toward you. You do not know how to handle them. You reach for your sword, but it is not in your code

to wantonly slaughter the weak and helpless. These creatures, if they aren't dead already, are certainly helpless. Looking closer, you realize that they have no ears.

In moments the crowd parts, and standing before you is a pale man, different from the others. Your eyes meet. His eyes are as dark as death itself.

Then he mutters in a language you don't understand. A strange transformation occurs in the crowd. They drop to their knees and stare up at you in awe.

"For centuries we have waited for the man who would defeat the ghosts of Aldilusia. You are that man. We offer all that we have."

"I did nothing," you say. "They are ghosts. I am flesh. That which is not made of matter cannot harm that which is."

"You are our savior. Now we can leave this place where we have been trapped for generations."

A strange procession begins. The cloistered people pass before you with trinkets of their squalid existence: mushrooms, batskins, various mosses, and pale fruits and vegetables. None of the things they bring you is of any particular value, save for a weird type of *glowmoss*. It has been their sustenance in these times—a powerful protein substance that will immediately restore you to your full strength of 20 *hit points* when you eat it. Glowmoss will work only one time. Place it in your *armor and weapons* column, and only use it when you are in most desperate need.

So as not to offend these timid and gentle people, you take several of their offerings before leading them out of the cave. Once outside, the pale people shield their eyes from the great light, break into song, and proceed up the valley after once again expressing their gratitude.

Except for a stuffed *bat* you will keep as a *trophy*, you discard all of the other things they have given you. When they are gone, you are right back where you began. You gain *1 experience mark*.

Return to Section 47.

## SECTION 77

# Beating the Ice Golem

You are winded and tired from the hideous fight. What had been the Ice Golem is now a hundred shards of melting ice. Even as you watch, the water from the shards flows together in an unnatural manner, as if pushed by an invisible hand.

This reeks of dark magic and your barbarian instincts tingle. Passing through the gate and into the building beyond, you look over your shoulder. The water has flowed back into the shape of the Ice Golem again and is beginning to freeze.

Not wanting to encounter this horrifying creature again, you dash into the distance. Go to Section 78. You gain *7 experience marks*.



## **SECTION 78**

# **Entering the Ancient Structure**

With the Ice Golem a safe distance behind, you slow down. Looking around, you realize that you are in an ancient building of masterful workmanship. All is coated with ice, but you suspect that this was not the intention when this structure was built.

You pass through a large room and down a series of corridors. In the corridors are several small cells. Some of them are barred; some are shielded in glass. Some of the rooms are empty, their massive doors open; others contain the remains of a variety

of creatures: the knotted vertebrae and diamond-shaped skulls of ancient snakes, the feathered skeleton of an ancient hawk, the cell-like rib cages and murderous jaws of great lions.

Walking onward, you cannot help but wonder what purpose this structure served when the Gondorians ruled the world. Suddenly, you hear a strange bleating sound and see several comical-looking birds waddling toward you. You have seen these birds before, and you know that they are good for eating.

Quickly, you draw your sword and slay two of them. Taking refuge in one of the cells whose door has been removed, you devour them. They taste horrible but are nourishing. You regain 6 *hit points*.

Go to Section 79.

## SECTION 79

# The Great White Beast

Your hunger sated, you proceed down the widest of the labyrinthine corridors before you.

Engraved on the wall next to each cage are Gondorian runes. Near the runes are artistic depictions of animals. Some of them are ancient and hideous, unlike anything you have seen before. Other paintings depict familiar animals. On one wall, you stop to admire a lifelike diorama of a massive black and white striped tiger with long, curling teeth protruding from its muzzle.

You thank Telchur that you encountered this beast in death!

Peering into the cage to inspect its bones, you

hear a loud growl and realize that this beast is alive! Primitive instinct sizzles, and you draw your sword. The beast lunges!

It is an arctic Snow Tiger—a deadly foe.

**SAGARD (LEVEL 2: 1/0, 2/1, 3/1, 4/2)**

[20] [19] [18] [17] [16] [15] [14] [13] [12] [11] [10]  
[9] [8] [7] [6] [5] [4] [3] [2] [1] (You have failed in  
your first mission. Try again, from the beginning  
of the book.)

**SNOW TIGER (LEVEL 3: 1/1, 2/1, 3/2, 4/3)**

[14] [13] [12] [11] [10] [9] [8] [7] [6] [5] [4] [3] [2]  
[1] (You have defeated the Snow Tiger. Go to Sec-  
tion 81.)

If you successfully flee, go to Section 80.

## SECTION 80

# Fleeing the Snow Tiger

Slamming the cage door shut in the face of the Snow Tiger, you dive into the hallway and skid across the icy floor.

Inside the cage, the tiger growls in frustration. You are cut and hurt, but alive. After resting for an hour in the hallway, regaining *4 hit points*, you proceed down the hallway.

At the intersection of two corridors, you hear human voices speaking in a northern tongue. Curiosity grips you as you proceed down the hallway.

Go to Section 82.



## SECTION 81

# Beating the Snow Tiger

The massive Snow Tiger lies silent on the cage floor. You gain 3 *experience marks*. Tearing the tiger's lethal *teeth* from its jaw, you gain a *trophy*. Resting in the cave after your victory, you regain 8 *hit points*.

While resting, you hear the distant murmurings of human voices. Surprised that hideous beasts are not the only inhabitants of this place, you creep stealthily toward the voices.

Stalk silently to Section 82.



## SECTION 82

# The Yeti

Had you grown up in civilization, the sound of human voices would have escaped your ears, but as a child of the woods, tuned to the subtle whispers of nature, you hear the voices—even when they drop to a soft hush.

Following the faint whispers through the labyrinthine trail of the corridors, you come upon a large, open area.

The ice-encrusted remains of dozens of tables litter the room. In the far corner stands a very long table with cooking implements hung on the wall behind it. At one time Gondorians took their meals here.

Stalking quietly, you see two humans huddling behind the remains of a broken table. They do not see you; their attention is fixed on a doorway on the opposite side of the room.

You can make out very little of the two men. They are dressed all in white and hold long spears and nets.

It is not long before you see why they are lying in wait. Blocking out the far doorway, like a cloud over the sun, is the massive structure of a furred beast. Your heart pounds, for you had believed that this beast only existed in legends of the deep snow countries. It is white . . . terrible . . . a Yeti!

The Yeti is nearly the size of the Ice Golem and is part human, part bear, and part something else. As

its burning yellow eyes scan the room, you get the cold feeling that it sees you.

The two hunters suddenly stand up and hurl their spears, striking the massive beast. The Yeti screams in rage and rips at the air with its claws. A terrible battle is about to begin, pitting men against the Yeti—an angry, tough, and desperate opponent.

The *pelt* of the Yeti would be a *trophy* to hang proudly in the hunters' cabin; however, it will be a fight to the death. A Yeti, which prizes the secrecy of its own race above all, will never let any human who discovers it escape.

If you want to fight for your trophy, go to Section 84.



If you want to get out, flip the pages. If the result is even, go to Section 83. If the result is odd, you must go to Section 84 and fight.

## SECTION 83

### Escape from the Yeti

You turn and dash for the door. For a moment, your eyes meet the Yeti's. You could not describe in words the horrible hatred in his face. With goose bumps rising in your flesh, you run.

Dash to Section 91.





## SECTION 84

# Fighting the Yeti

You have never spoken to the two Men in White, nor do you know anything about them, but you may be bound to eternity with them. You and the Men in White strike first.

The Yeti will try to kill them first, and then he will try to finish you.

**MAN IN WHITE #1 (LEVEL 2: 1/0, 2/1, 3/1, 4/2)**  
 [16] [9] [8] [7] [6] [5] [4] [3] [2] [1] (Man in White #1 is dead.)

**MAN IN WHITE #2 (LEVEL 3: 1/1, 2/1, 3/2, 4/3)**  
 [10] [9] [8] [7] [6] [5] [4] [3] [2] [1] [16] [15] [14] [13] [12] [11] [10]  
 [9] [8] [7] [6] [5] [4] [3] [2] [1] (Man in White #2 is dead.)

### SAGARD (LEVEL 2: 1/0, 2/1, 3/1, 4/2)

[20] [19] [18] [17] [16] [15] [14] [13] [12] [11] [10]  
[9] [8] [7] [6] [5] [4] [3] [2] [1] (You may fight no  
more. Go to Section 113.)

### IF YOU LEVEL 4: 1/1, 2/2, 3/3, 4/3

[14] [13] [12] [11] [10] [9] [8] [7] [6] [5] [4]  
[3] [2] [1] [22] [21] [20] [19] [18] [17] [16] [15] [14]  
[13] [12] [11] [10] [9] [8] [7] [6] [5] [4] [3] [2] [1]  
(You have successfully defeated the Yeti. Walk  
with pride to Section 85.)

At this point you may *not* flee the Yeti.

## SECTION 85

# Defeating the Yeti

The Yeti is dead. You gain 5 *experience marks*. But what of the Men in White? If one of them is alive, go to Section 87.

If both of the Men in White are alive, go to Section 88.

If the Men in White are dead, go to Section 90.



## SECTION 86

# Refusing Glanda

"No," you say. "I intend to survive my test of courage. I will not become the unholy dinner of the Ice Dragon."

Glanda's face falls. "Too bad. I had thought you to be a man."

You sit up in anger. How dare a young girl question your manhood! Your tongue works faster than your brain. "I will take the heart from the Ice Dragon and shatter him with my sword."

Advance to Section 21.

## **SECTION 87**

# **The Man in White**

As you step up to the dead Yeti, the remaining Man in White rises from the ground. "That pelt is mine!"

With that, he jumps up and attacks you, wielding his knife. Anger and desire drive him toward you. No matter how damaged or undamaged he was in the last conflict, he is now a Level 3 fighter with 8 hit points.

You may flee the Man in White, but it will mean that you lose the trophy.



**SAGARD (LEVEL 2: 1/0, 2/1, 3/1, 4/2)**

[20] [19] [18] [17] [16] [15] [14] [13] [12] [11] [10]  
[9] [8] [7] [6] [5] [4] [3] [2] [1] (You may fight no  
more. Go to Section 113.)

**MAN IN WHITE (LEVEL 3: 1/1, 2/1, 3/2, 4/3)**

[8] [7] [6] [5] [4] [3] [2] [1] (You have successfully  
defeated the Man in White. Go to Section 90.)

If you successfully flee, go to Section 89.

## **SECTION 88**

# **The Men in White**

You rise to inspect the Yeti's pelt. Suddenly, the two Men in White jump for you. "You will have that pelt over our dead bodies." The two men stagger to their feet. Anger has merged with desire in their fetid souls.

You can either concede the Yeti's pelt to them, or fight them for it. If you choose to fight, they have the following statistics no matter what damage they incurred fighting the Yeti.

**SAGARD (LEVEL 2: 1/0, 2/1, 3/1, 4/2)**

[20] [19] [18] [17] [16] [15] [14] [13] [12] [11] [10]  
[9] [8] [7] [6] [5] [4] [3] [2] [1] (You may fight no  
more. Go to Section 113.)

**MAN IN WHITE #1 (LEVEL 2: 1/0, 2/1, 3/1, 4/2)**

[5] [4] [3] [2] [1] (You have successfully defeated  
Man in White #1.)

**MAN IN WHITE #2 (LEVEL 3: 1/1, 2/1, 3/2, 4/3)**

[4] [3] [2] [1] (You have successfully defeated Man  
in White #2. Go to Section 90.)

If you successfully flee, go to Section 89.

## SECTION 89

# Fleeing the Men in White

A Man in White jabs at you with his spear. You dodge in the nick of time but realize that one more strike will kill you. Taking advantage of your superior speed, you turn and run.

Shouting guttural oaths, the Man in White chases after you. His spear blade swishes at your heels, but you skid across the floor and out of the ancient room.

He does not follow you into the dark corridor you now find yourself in. You have learned a bit about Poachers, which is what the Men in White clearly were. Give yourself *1 experience mark*.

Now wiser, you go to Section 91.

## SECTION 90

# After the Yeti Battle

The Men in White, who you now realize were Poachers, lie dead. Pulling your dagger from your belt, you stalk over to the carcass of the Yeti. With the hunting skill you have learned as a Ratikkan tribesman, you take the pelt, dress it, and wrap yourself in it. The *Yeti pelt* is a valuable *trophy*.

Stepping over to the Men in White, you rummage through their packs. You find a full ration of food. Eating it and resting in the pelt afterward rejuvenates you. You gain *10 hit points*.

Hours later, you wake up and continue your quest. You gain *2 experience marks*.

Go to Section 99.



## SECTION 91

# The Treacherous Floor

At the end of the corridor through which you avoided The Conflict, you turn and look back. Vaguely, you see several of the Poachers slowly drift into the room. Together they light a fire and begin cutting apart the Yeti.

Huddling in the corridor, you eat the last of your rations, then rest, regaining 8 *hit points*. Suddenly, you hear a loud shout: "There's the Ratikkan dog!"

Startled from your sleep, you look back. Four of the Poachers chase after you. Knowing that you cannot beat four of these tough, husky men, you run down the corridor to a stout door at the end.

Their shouts echo in your ears. "Surrender and

die, Ratikkan!" For a moment, you contemplate fighting them, but that would be foolish—a great warrior knows the time for retreat.

With a harsh jerk, you open the great door. The room you have entered is circular. Around the perimeter of the circle are the toppled remains of arena-like seats. On the walls, through the thin layer of ice, there are several paintings of fish, many of them species you have never seen before.

Before you is a circle of ice. A strange blue glow comes from below the ice, as if it is lit by a hidden source.

The Poachers draw closer and are now breathing down your neck. You dash across the glowing circle of ice.

Flip the pages. If the number is even, go to Section 92. If the number is odd, go to Section 119.

## **SECTION 92**

# **Cracking Through the Ice**

While running across the circle of ice, you hear several high-pitched squeaks, then a shattering crash! The circle of ice cracks, and you plummet into a pool of water.

At the upper surface, the water is freezing, but as you plunge deeper it grows warmer. At the far end of the lighted pool grow beautiful underwater plants.

The presence of sunlight informs you that swimming to the glow will take you out of the building—if you want to go. However, if you leave, you will not be able to reenter because the hole you crashed through will freeze up.

You can now exit the ancient building with the trophies you possess. Or you can swim back up the hole to reenter the building, knowing that the Poachers might attack you.

To get out, go to Section 93.

To go back through the hole and reenter the ancient structure, go to Section 94.

## SECTION 93

# Escaping the Underwater Building

Taking advantage of an air pocket between the water and the icy layer on top, you take a deep breath and swim toward the light. As you get closer, you can see more.

The river floor below is covered with human and animal bones, which over the centuries have calcified together to form a strange and hideous sculpture.

Your barbarian instincts tingle. There is something terrible down here.

Go to Section 96.

## **SECTION 94**

# **Going Back Up**

You find an air pocket under the ice, giving enough time for the Poachers to believe you've drowned. Swimming in the frigid waters of the pool, so similar to those of your Ratikkan mountain streams, you thrust yourself through the hole. You are back in the ancient building.

As you brush yourself dry, warm up on the way to Section 99.



## SECTION 95

# Shattered Ice

With a mighty lunge, you strike the Ice Golem in the chest. You gain 4 *experience marks*. He cracks into thousands of shards and, with a loud scream, shatters into a pile. Stepping back, you begin your long jump to make it across the river below, which rushes with a new fury.

Running up, you jump.

Go to Section 107.



## SECTION 96

## The Guardian of the River

Suddenly, you see the flickering of a scaly tail, then the jaws, razor-sharp teeth, and glowing eyes of some kind of massive River Monster. It lunges toward you, and you dodge. It misses, but you spin in the swirling water after its attack. There is no going back.

The River Monster is a formidable enemy. Once it has sensed you, it will not break off the fight until either you or it is dead, or until you escape.

The only way to evade the River Monster is to swim past it. To do this, you will have to flip a 4 at the beginning of any turn. If you fail to get a 4, proceed with your turn normally. The River Monster is a Level 4 fighter with 25 hit points. You may use your magic *sword* or a *spear* for underwater fighting.

**SAGARD (LEVEL 2: 1/0, 2/1, 3/1, 4/2)**

[20] [19] [18] [17] [16] [15] [14] [13] [12] [11]

[10] [9] [8] [7] [6] [5] [4] [3] [2] [1] (Your mission is terminated. Go to Section 113.)

**RIVER MONSTER (LEVEL 4: 1/1, 2/2, 3/3, 4/3)**

[25] [24] [23] [22] [21] [20] [19] [18] [17] [16] [15]

[14] [13] [12] [11] [10] [9] [8] [7] [6] [5] [4] [3] [2]

[1] (You have successfully defeated the River Monster. Go to Section 98.)

If you successfully flee, go to Section 97.

## SECTION 97

# Fleeing the River Monster

The River Monster strikes at you, missing. Its triangular, reptilian head vanishes into the muddy bank of the river. Seizing your chance, you swim away to the source of the light.

Your lungs begging for air, you scramble for the surface. When your head breaks through the water, you splash quickly to the shore and lunge to the land, panting and drawing air into your lungs as quickly as possible.

Just as you start to feel safe, you hear a sloshing behind you and a horrible hiss. Spinning around, you see the River Monster's head rise from the water, its burning eyes piercing you. Using the last of your strength, you scramble up the bank. You are safe from the deadly creature.

For just a moment, you turn and look back. The River Monster trembles in rage, but it is stuck in

the water. Stumbling a few feet further, you realize that you are in a peaceful fern forest. Graceful, spiny leaves flutter in the air, and beautiful, multicolored birds chirp sweet songs. You are not more than a hundred miles from your home, and yet this place looks like something from a tale you have heard about the distant South.

Just a few feet away, you spot a beautiful tree covered with bright, luscious fruit. Crawling toward it, you pick a piece of fruit, drink of its succulent juices, and peer around you. Not far away is a cave. A metallic grating shields its mouth, and from the cave comes a warm wind.

Before dropping off into a deep sleep, you wonder for what purpose the Gondorians created this place.

If you have an answer to that question, note it on your *status chart*. It will be worth many experience marks.

Go to Section 112.



## SECTION 98

# Beating the River Monster

You fight in a mad flurry of bubbles and silt. The River Monster lunges and you strike. It suddenly stops, as if the life has gone out of it. Suspecting that it might be a trick, you hack several more times at the monster, but it does not move. After hacking away a *piece of the River Monster's scaly spine* as a *trophy*, you swim toward the shore.

Triumphant, you scramble for the surface. Reaching it, you splash quickly to shore and scuttle to the riverbank, panting and drawing air into your lungs as quickly as you can. You gain *4 experience marks*.

Suddenly, you hear a sloshing behind you and a horrible hiss. Spinning around, you see the River Monster's gashed head rise from the water. Its burning eyes pierce you. Using the last of your strength, you scramble up a bank. You are safe.

For just a moment, you turn and look back. The River Monster, bleeding, hisses in rage, but it cannot leave its element—the water. Stumbling a few feet further, you realize that you are in a peaceful fern forest. Graceful, spiny leaves flutter in the air, and beautiful, multicolored birds chirp sweet songs. You are not more than a hundred miles from home, and yet this place looks like something from a tale you have heard about the distant South.

A few feet away, you spot a beautiful tree covered with bright, luscious fruit. You pick a piece, drink of its succulent juices, and peer around. Not far away is a cave. An iron grating shields its mouth, and a warm wind blows from it.

Before dropping off into a deep sleep, you wonder why the Gondorians created this place and what purpose it had.

If you have an answer to that question, note it on your *status chart*. A correct answer will be worth several experience marks.

Think for a moment before going to Section 112.

## **SECTION 99**

# **Closing In on the Ice Dragon**

You travel for several hours down the labyrinthine corridors and pass more cells. You see no living creatures—only the remains of those that have been killed, picked of their meat, and left to freeze.

As you venture deeper into this strange, ancient building, you hear a throbbing—first a low, distant rumble which would have escaped civilized ears, and then, as you draw closer, a clear, loud rumbling, like the soft snore of a very powerful beast.

You pass through a door and into a very different part of the vast complex. The corridors are narrow, and there are no more paintings of animals, just directional signs and Gondorian runes.

As you face down a long catwalk, the rumble



grows very loud. You are coming close to the Ice Dragon.

Your heart leaps and your muscles tense. The danger and power of the Ice Dragon are near.

You enter the last corridor. It is a long, narrow passageway. At the far end is a large metal door. Before the door stand four men clad in furs and holding long, pointed weapons.

The men see you.

"Who dares test the will of the Zokapers and threaten the Ice Dragon? Surrender now or be cut to ribbons!" one of the men shouts.

Your muscles tense. You do not take orders from men. "I am Sagard. If you want me, you will have to come and get me."

Suddenly, the four men charge. You draw your gleaming sword and brace for the attack. It will be a desperate battle, but the Ice Dragon rests on the other side of it.

Go to Section 100.

## SECTION 100

# Fighting the Zokapers

The Zokapers charge. Individually, they would be easy prey, but four at a time will be tough. They are Level 1 fighters with 8 hit points each.

**SAGARD (LEVEL 2: 1/0, 2/1, 3/1, 4/2)**

[20] [16] [15] [14] [13] [12] [11] [10] [9] [8] [7] [6] [5] [4] [3] [2] [1] (You have failed. Go to Section 113.)



# **ZOKAPERS (LEVEL 1: 1/0, 2/0, 3/1, 4/1)**

**ZOKAPER #1** [8] [7] [6] [5] [4] [3] [2] [1] (You have successfully defeated Zokaper #1.)

**ZOKAPER #2** [8] [7] [6] [5] [4] [3] [2] [1] (You have successfully defeated Zokaper #2.)

**ZOKAPER #3** [8] [7] [6] [5] [4] [3] [2] [1] (You have successfully defeated Zokaper #3.)

**ZOKAPER #4** [8] [7] [6] [5] [4] [3] [2] [1] (You have successfully defeated the Zokapers. Go to Section 101.)

You may *not* flee the Zokapers.

## SECTION 101

# Defeating the Zokapers

With the Zokapers defeated, you gain *1 experience mark*. Now nothing stands between you and the lair of the Ice Dragon. Still, you have been wounded by the fight, and you know that the Ice Dragon will be a mighty opponent.

A Zokaper, lying wounded on the ground, mutters to you. "If you promise not to harm the Ice Dragon, I will tell you of a secret way out of here."

You gaze down at him. You already have enough trophies to impress your tribe. A duel with the Ice Dragon could be lethal.

"If you cut the heart from the Ice Dragon, all here will be destroyed," the wounded Zokaper mutters. "Do you not yet know what this place is?"

You contemplate the question. For what purpose did the Gondorians build this unnatural hall of ice? What has caused it to sustain itself for all of the centuries since the destruction of Gondoria? What might the Ice Dragon be?

If you can guess what this place is, write it down on the Sagard *status chart*. If you are correct, it will be worth several experience marks.

"What is this place?" you ask the defeated Zokaper.

"That I cannot tell you. I have been sworn to secrecy. I will only tell you how to escape from it."

Though you are a barbarian, you are true to your code. If you promise this dying man that you will leave and not attack the Ice Dragon, you must do so. If this is your choice, go to Section 102.

If you want to confront the Ice Dragon, go to Section 103.

## SECTION 102

### Getting Out

"Give me directions, and I will leave the Ice Dragon in peace," you say.

"Proceed through that door," the Zokaper says. "Take my key. It will take you away, but no key will let you back in."

You take the *key* as a *trophy* and pace to the door. As you open it, sunlight floods through the door, nearly blinding you. From deep inside the cave, the roar of the Ice Dragon grows louder. It is as if the heat from opening the door made him angry.

On stepping into the brilliant sunlight of a warm winter afternoon in Ratic, you understand the nature of the Ice Dragon's lair.

Go to Section 112.

## SECTION 103

### The Ice Dragon's Lair

Ignoring warnings from the Zokaper, you proceed down the corridor. On the other side of a massive iron door, which you assume was built to

keep the Ice Dragon in, you hear a soft, purring roar. It sounds as if the Ice Dragon is asleep.

Gently, you open the door, which, much to your surprise, is neither locked nor very heavy. Certainly no such door would contain a demon as menacing as the Ice Dragon.

Peering in, you see the Ice Dragon. Reclining at the far side of the room, the Ice Dragon has no fur, scales, or flesh. Nor does it have legs, though several arms rise from its body and attach to the wall, looking more like metal tentacles than animal limbs.

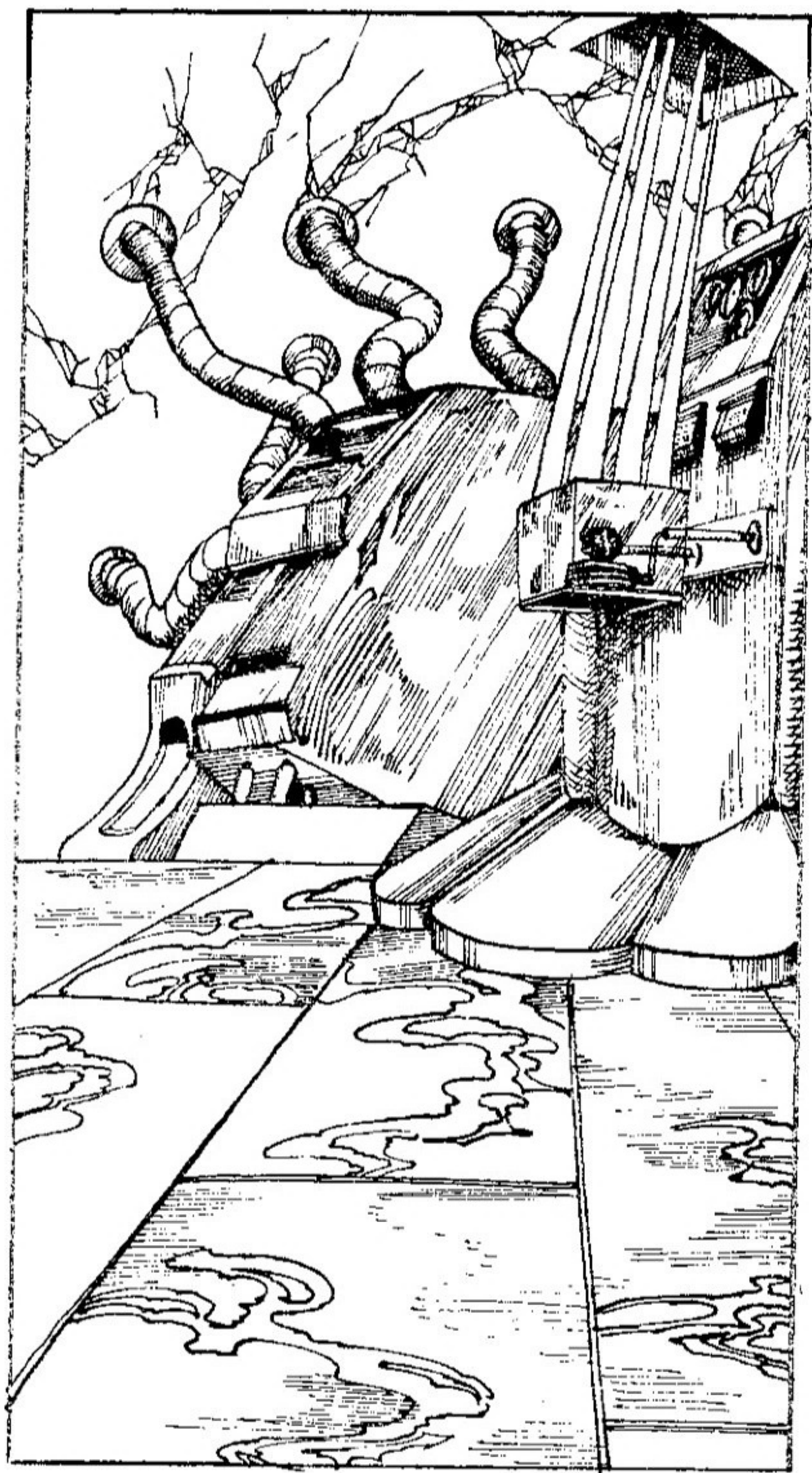
Your entrance has not disturbed the Ice Dragon's slumber; it still rests, and from the dust on the floor, you guess it has not moved in a very long time, if ever.

In the center of the Ice Dragon, sealed in a crystal box, you see its heart. It is a brilliantly glowing ruby of enormous size. From a hole in the roof nearly a hundred feet up come several rays of light which shine on the gigantic jewel from above. From the bottom of the heart beams a single intense ray of light which hits a spinning platform.

Puzzled, you realize that the Ice Dragon is not a creation of nature, but something fashioned by the clever hands of the Gondorians. Somehow, though your mind does not truly comprehend the physical marvels of the ancients, the smell of magic fills the place. You feel that the Ice Dragon is responsible for the chill of this strange building you have been in.

As you contemplate how you might steal the





jewel, several fists pound on a door not far from you, and you hear a shout: "Let us out!"

"Who are you that I should let you out?" you call back.

"We are the Teknikans, keepers of the Ice Dragon. We mean you no harm. We are prisoners."

You have been tricked by the pleas of men before. It would be easy to steal the heart of the Ice Dragon and flee, but the warning of the Zokaper rings in your ears. "If you cut the heart from the Ice Dragon, all here will be destroyed."

If you want to steal the heart of the Ice Dragon now, go to Section 104.

If you want to answer the calls of the Teknikans, go to Section 108.

## SECTION 104

# Stealing the Heart

The Teknikans call, "Please release us!" but you ignore them.

Climbing atop the Ice Dragon confirms your suspicions that it is not a living creature—at least, not living in the way that animals of the forest live. Reaching the heart, you discover that it is held in place only by two metal rods. Brandishing your sword, you hack first at one bolt, then the other, and the throbbing stops. The Ice Dragon is dead.

Catching the ruby, which is nearly the size of your fist, you jump off the dragon and race for the door.

You hear the Teknikans call to you. "You have killed the Ice Dragon. It will be the end for us if you do not let us out now. You know not what you have done."

Hearing the pleading voices, your heart knows pity, an emotion almost totally foreign to you. You consider saving them. Stopping at the door and contemplating, you hear sounds from inside the massive structure.

In the far distance, you hear loud cracking sounds. It is as if, when the Ice Dragon died, the whole place came to life. Terror seizes you.

At this point, you can either dash for your life (go to Section 105), or save the Teknikans (go to Section 110).

## SECTION 105

# Dashing for Your Life

Leaving the Teknikans to fend for themselves, you turn and run down the long corridor. As you run, the cracking sound grows louder and louder. You realize that this sound comes from the massive sheets of ice on the walls overhead and on the ground below you, cracking and falling. When you killed the Ice Dragon, the mysterious force that cooled this ancient building was destroyed.

A warm wind blows through the corridors. Already, a small puddle of water floods the corridor. From the gloomy depths of the place come the shrill cries of hundreds of animals. In the distance, you see their small, terrified forms running as they would from a fire demon. A lone white squirrel chirps at you, almost accusingly, as it skitters past.

Dashing along, you come to the main corridor through which you entered. Now the field of ice is soft and mushy. Sloshing along, you see the gate where the Ice Golem stood. It is your only way out, and you charge toward it.

Passing through the gate, you skid to a stop. The bridge, which collapsed as you came across, is still



broken. The far ends seem to look tauntingly at you. Thinking that you may be able to jump the bridge, you back up and run straight into something hard.

Turning, you see the Ice Golem leering down at you. He is not nearly as formidable as he was the last time you saw him, for already he is beginning to melt and deform. Nevertheless, he is still a dangerous opponent. Your only hope is to defeat him in combat.

As the Ice Golem is deteriorating by the minute, deduct 2 hit points from him at the beginning of each of his combat rolls.

**SAGARD (LEVEL 2: 1/0, 2/1, 3/1, 4/2)**

[20] [19] [18] [17] [16] [15] [14] [13] [12] [11] [10]  
[9] [8] [7] [6] [5] [4] [3] [2] [1] (You may fight no more. Go to Section 25.)

**ICE GOLEM (LEVEL 4: 1/1, 2/2, 3/3, 4/3)**

[25] [24] [23] [22] [21] [20] [19] [18] [17] [16] [15]  
[14] [13] [12] [11] [10] [9] [8] [7] [6] [5] [4] [3] [2]  
[1] (You have successfully defeated the Ice Golem. Go to Section 95.)

You may *not* flee the Ice Golem.

## SECTION 106

# Out of the Roiling River

A warm winter sun beats down on you. The sound of rushing water fills your ears, but you are dry. Straining your aching muscles, you sit up and notice that you are alone on a riverbank. Somehow the roiling river discarded you alive and relatively unhurt upon its banks. All the *trophies* you gathered in the ancient building are gone, except for your *sword*, which still lies in your sheath—and you are still alive. Your heart sinks. You have had a great adventure, but now you have very little proof for the warriors, only your *sword* and the *trophies* you have stashed in Section 47.

A red glow in the river catches your eye. You rise and step toward it. Reaching into the water, your hand comes up with the *heart* of the Ice Dragon. Alone in the wilderness, you shout for joy.

Later, you make your way back to Section 47, where you stashed your other trophies. You pick them up and head back to your tribe. Go to Section 112.

## SECTION 107

# Jumping Across the Bridge

You run up to the side of the river. As you strike a patch of glare ice, your feet slip out from under you. Panicked, you streak across the roiling river. In terror, you close your eyes, expecting to fall into it, but your feet and then your back strike ground on the other side. You skid onward across the now mushy field that leads to the great gate of the Ice Dragon.

Dashing forward out of the gloom, you see the sun's rays shining through a large hole. You run to the hole and find yourself in the place near the three caves, where your adventure in the lair of the Ice Dragon began.

It is a warm, sunny day, and you are free and victorious!

Picking up the items you had cached before you entered, you head back to your tribe, whistling a happy song.

Go to Section 112.

## SECTION 108

# Releasing the Teknikans

Your good sense triumphs over greed. You run to the door, and with a mighty kick you crash it open. Inside the room are six Teknikans. They are little men with large heads and bulbous eyes, fitting the mythical descriptions of ancient Gondorians.

At first they are startled to see a human so massive and rippling with such muscles, but eventually one of them speaks. "I suppose you have come for what you primitives call the heart of the Ice Dragon."

"That is my quest," you say.

"We shall remove it for you if you will help us in battle with the Ice Golem," he says.

"That is a fair exchange," you say.

"You look as if you have been wounded. Let us apply our medical techniques to you."

"Keep your magic away from me!" you respond.

"This is not magic. This is science," one of the Teknikans protests. Before you can respond, he rubs some kind of healing salve on your wounds.

At first it stings, and you bitterly complain; however, in a few minutes your wounds recover, and you regain your full strength of *20 hit points*.

Meanwhile, the little men remove the stone from the Ice Dragon. When this is done, the loud throbbing stops.

"The Ice Dragon is dead?" you ask.

The head Teknikan casts you a sympathetic look and replies, "Yes, he is dead."



A loud crack echoes through the structure, followed by several softer ones. "We had best get out now," the Teknikan says. "Soon this building will flood."

The Teknikans lead you through the building, stopping now and then to debate among themselves about what is the quickest route. As you run, the cracking sound grows louder and louder. You realize that this sound comes from the massive sheets of ice on the walls, overhead, and on the ground below you, cracking and falling.

A warm wind blows through the corridors. Already, water is beginning to flood the corridor. From the gloomy depths of this place come the shrill cries of hundreds of animals. In the distance, you see their small, terrified forms running as they would from a fire demon. A long white squirrel chirps accusingly as it skitters past you.

Dashing along, the Teknikans lead you to the main corridor through which you entered. Now the field of ice is soft and mushy.

Halfway across the field of ice, you see the hulking shape of the Ice Golem. He looms in the doorway like an immobile boulder. There is no choice but to fight him and destroy him, and you know that the Teknikans will be of little help.

Drawing closer to the Ice Golem, you see that he is melting like the rest of the building. His exterior, which before was hard and shiny, is now moist and rutted. Fighting the Ice Golem will be difficult but, unlike before, this time you have a chance.

Prepare to do battle in Section 109.



## SECTION 109

# Rematch with the Ice Golem

Two elements come into play in helping you beat the Ice Golem this time. First of all, you have the aid of the Teknikans and, secondly, the Ice Golem is melting at a rate of 2 hit points per turn. At the beginning of each of the Ice Golem's die rolls, cross off 2 of his hit points. If you can survive long enough, he will destroy himself. The Ice Golem must destroy all six Teknikans before going after you.

TEKNIKANS (LEVEL 1: 1/0, 2/0, 3/1, 4/1)

TEKNIKAN #1 ~~1~~ ~~2~~ ~~3~~ ~~4~~ (Teknikan #1 is finished.)

TEKNIKAN #2 ~~1~~ ~~2~~ ~~3~~ ~~4~~ (Teknikan #2 is finished.)

TEKNIKAN #3 ~~1~~ ~~2~~ ~~3~~ ~~4~~ (Teknikan #3 is finished.)

**TEKNIKAN #4** [5] [4] [3] [2] [1] (Teknikan #4 is finished.)

**TEKNIKAN #5** [5] [4] [3] [2] [1] (Teknikan #5 is finished.)

**TEKNIKAN #6** [5] [4] [3] [2] [1] (Teknikan #6 is finished.)

**SACARD (LEVEL 2: 1/0, 2/1, 3/1, 4/2)**

[20] [19] [18] [17] [16] [15] [14] [13] [12] [11] [10] [9] [8] [7] [6] [5] [4] [3] [2] [1] (You may fight no more. Go to Section 25.)

**ICE GOLEM (LEVEL 5: 1/2, 2/3, 3/3, 4/4)**

[50] [49] [48] [47] [46] [45] [44] [43] [42] [41] [40] [39] [38] [37] [36] [35] [34] [33] [32] [31] [30] [29] [28] [27] [26] [25] [24] [23] [22] [21] [20] [19] [18] [17] [16] [15] [14] [13] [12] [11] [10] [9] [8] [7] [6] [5] [4] [3] [2] [1] (You have successfully defeated the Ice Golem. Go to Section 111.)

You may *not* flee the Ice Golem.

## SECTION 110

# Saving the Teknikans

Compassion will not let you leave the Teknikans to die. You dash to the door and crash it open with a mighty kick. Inside the room are six Teknikans. They are little men with large heads and bulbous eyes, looking exactly like the mythical descriptions of ancient Gondorians.

At first they are startled to see a human so massive and rippling with such muscles, but eventually one of them speaks. "You are wounded and will need to be strong again before you can fight the Ice Golem."

"I have no intention of fighting the Ice Golem again," you say.

"You must, if you hope to escape!" He blocks the only exit," the Teknikan responds.

Though you hate the smell of any kind of magic, you acquiesce and allow him to rub a healing salve on your wounds.

At first it stings, and you bitterly complain; however, in a few minutes your wounds recover, and you regain your full strength of 20 *hit points*.

A loud crack echoes through the structure, followed by several softer ones. "We had best get out

now," the Teknikan says. "Soon this building will get warm and flood."

The Teknikans lead you through the building, stopping now and then to debate among themselves about what is the quickest route. As you run, the cracking sound grows louder and louder. You realize that this sound comes from the massive sheets of ice on the walls overhead and on the ground below you, cracking and falling.

A warm wind blows through the corridors. Already a small puddle of water floods the corridor. From the gloomy depths of this place come the shrill cries of hundreds of animals. In the distance, you see their small, terrified forms running as they would from a fire demon.

Dashing along, the Teknikans lead you to the main corridor through which you entered. Now the field of ice is soft and mushy.

Halfway across the field of ice, you see the hulking shape of the Ice Golem. He looms in the doorway like an immobile boulder. There is no choice but to fight him and destroy him, and you know that the Teknikans will be of little help.

Drawing closer to the Ice Golem, you see that he is melting like the rest of the building. His exterior, which before was hard and shiny, is now moist and rutted. Fighting the Ice Golem will be difficult, but, unlike before, this time you have a chance.

Brace yourself on the way to Section 109.

## SECTION 111

# Beating the Ice Golem

With a last mighty lunge, the Ice Golem swings at you, pulling you off your feet and sending you through the air. You travel through the darkness, and, looking down, you see the water rushing below. Closing your eyes in terror, you await your plummet to the roaring river. Surprisingly, you land on mushy, icy ground! The Ice Golem knocked you across the river.

You peer back and see the Ice Golem slowly melt into a slushy mass. You gain 7 *experience marks*. Looking harder, you try to spot the Teknikans, but they are nowhere to be seen. You may never know for certain what became of these creatures, but one of them would have been a marvelous trophy to show to your tribe.

A loud crack, followed by the sound of rushing water, jars you to your senses.

Dashing forward out of the gloom, you see the sun's rays shining through a large hole. You run through the hole and find yourself in the place near the three caves, where your adventure in the lair of the Ice Dragon began. It is a warm, sunny day, and you are free and victorious!

Picking up the items you cached before you entered, you head back to your tribe in triumph.

Go to Section 112.



## SECTION 112

# Returning to the Tribe

Days pass as you head toward home. It has been a hazardous journey. In a moment of clarity, you realize what the Ice Dragon's lair really was. It was a place where the ancient Gondorians kept prize animals. In future times, this place would be called a zoo. If you had this written on your *status chart*, gain 3 *experience marks*.

Approaching your tribe, you tally up your *trophies*. Go to Section 114.

## SECTION 113

# "Killed" in the Ice Kingdom

For days, your ears ring and your brain is in a turgid gloom. You march endlessly across a vast set of moors, weapon clutched firmly in hand, seeing no one and eating nothing. This, you assume, is the great misty place one goes to after death.

Numbness slowly turns to aching pain, the mist in your head becomes a throbbing headache, and the blur about your eyes clears. In the distance, there is a most familiar mountain, but in your state of wretchedness you do not recognize it.



For a brief instant, clarity overtakes you. Somehow, you left the lair of the Ice Dragon, picked up the *trophies* you had hidden outside the lair, and marched homeward, guided by instinct. Now you drop, exhausted, to the ground.

When you next awaken, you are in the Warriors' Lodge. The warriors sit around you in a great circle. They are passing judgment on your Ordeal of Courage.

Go to Section 114.

## SECTION 114

# Counting Your Trophies

The firelight flickers in the lodge. The faces of the elders are stern; they puff on their pipes and eye you as the sacred bowl passes around the room. As the bowl passes each man, he drops a small pebble into it. A black pebble means that he is with you; a white pebble means that his vote is against you.

This is the moment of truth: Are you a man? Or are you a kwad?

Tally up your *trophies* from the list on the next page and total the value points. Make a note of this on your *status chart*.

| <i>Trophies</i>              | <i>Value Points</i> |
|------------------------------|---------------------|
| Plume from the Plumed Knight | 1                   |
| ↪ Mountain Lion's skin       | 2                   |
| ↪ Frusti Sage's map          | 3                   |
| ↪ Tehnite shield (unused)    | 3                   |
| Tehnite shield (raven piece) | 2                   |
| ↪ Furred Snake's fang        | 3                   |
| ↪ Stuffed Bat                | 1                   |
| ↪ Snow Tiger's teeth         | 3                   |
| ↪ Yeti's pelt                | 4                   |
| River Monster's spine        | 5                   |
| Zokaper's key                | 1                   |
| ↪ Valkyrie's sword           | 4                   |
| ↪ Healing Moss (if not used) | 2                   |
| ↪ Kobold ring                | 1                   |
| Devil-Bear's claw            | 4                   |
| ↪ Heart of the Ice Dragon    | 20                  |

*Your Total:*

\_\_\_\_\_

Total 1-13, go to Section 115.

Total 14-26, go to Section 116.

Total 27 and up, go to Section 117.

## SECTION 115

### 1-13 Trophy Points

The Elder eyes you. "Sagard, we have looked at your trophies." He pauses, his eyes are hard, and there is a stern frown upon his countenance. "Were you a Frusti, this bounty might be enough, but you are a Ratikkan and thus a disgrace." He waves his hand in disgust. "You are a kwad and must leave this lodge, never to return, unless you bring us the heart of the Ice Dragon."

With that, the men of the tribe rise and approach you. At first you struggle, but they quickly subdue you. There is a confused flurry of activity as they carry you out of the lodge and deep into the woods. Then, tying your hands behind your back and dropping you into a deep snowdrift, they leave, berating you with loud jeers and catcalls.

Alone in the woods, and without any of your possessions, you wrestle with your bonds. Soon you will be free of them. Forget all you have done thus far and begin this book again. This time, do not fail to come back with a superior prize.



## SECTION 116

### 14-26 Trophy Points

The Elder looks at you sternly, the firelight playing on his rugged countenance. His lips curl into a harsh scowl. "Sagard, we have looked at your trophies. Some have done better, most have done worse. One day you might be a great warrior, but you still have much to learn. Give us all of your trophies, except your warrior's weapon, so that we may hang them on the wall of honor. Tomorrow, you shall journey with a small band in search of plunder."

The Elder turns to the other warriors. "Rise so that we might welcome Sagard to the Warriors' Lodge."

A warm glow fills you while your heart pounds, and a foaming goblet of warm ale is passed into your hands. The warriors cheer.

Congratulations!

## SECTION 117

# 27 Trophy Points and Up

The Elder looks at you and trembles slightly. "Never before, except in tales from the forgotten past, has one so young brought back so much. One day, Sagard, your name may be known throughout the Flanaess of all Oerth. It is with humble respect that I turn over the chieftainship of the tribe to you."

As the Elder walks toward you, bearing the Sword of Steel, symbol of chieftainship, a surge of wild fury bubbles in your blood.

"I can accept no such prize," you say, "for my fate is not to be tied to one tribe forever. I must roam the world as the wolf does, not stand in one place like the cow. Take these things I have brought to you and place them on the wall of honor, so that I shall be remembered.

"For tonight, I shall quaff with you, but when the sun rises I shall take my weapon and depart."

## SECTION 118

# Losing to the Frost Fighters

The Frost Fighters' sharpened icicles blur in the frosty air. Backing up, you feel the ground slip from under your feet. You fall backward and slide down a long, snow-covered slope, the cold night wind whistling through your hair. As you fall, you realize you are descending to a deep valley. Suddenly, your head strikes something and all goes black.

Later, you feel a warm wind blowing on you. Groggy, you crawl to a mountain stream and drink of its fresh mineral waters before returning to a deep slumber. You regain *5 hit points*.

Go to Section 12.

## SECTION 119

# Eluding the Poachers

You dash across the ice. Near the center of it, you hear a loud creak. Turning to look behind you, you see the Poachers coming after you. As they step on the ice, you hear another loud crack. You realize that you are running across a frozen pool.

"Prepare to die, Ratikkan!" a voice calls. You hear another crack and then several loud splashes. Turning, you see the Poachers sinking under the broken ice. Summoning all of your strength and grace, you broadjump to the far side of the pool.

Arriving on the other side and skidding to a stop, you turn to see what has become of the Poachers. Only one head is above the water. He is frantically screaming, "For Grimluk's sake, Ratikkan, save me!"

Before you can move a muscle, you see his head violently jerked under the water. If you want to save him, go to Section 120.

To continue on your mission, go to Section 99.

## **SECTION 120**

# **Saving the Poacher**

On a mission of mercy, you dive into the frozen lake. The freezing water chills you to the bone, and you see no trace of the Poachers. They have mysteriously vanished.

In the distance there is a glowing light. Thinking that the men will be there, you swim toward it. You cannot figure out where the men have gone, but you are intrigued with finding the source of the light.

Go to Section 96.



## SECTION 121

# Fighting Rules

Instructions always make things seem more complicated than they really are. If you have made it this far in the book, the fighting rules should be a snap. Basically, they are common sense. When in doubt about anything, consider what would really happen.

## BEFORE PLAYING

All you really need to play this game are this book and a pencil. Some players find that a four-sided die will make fighting quicker, but the random numbers on the page will generate the combat results perfectly well.

If you have gotten to this page, you know the basics of moving from one section to another. Now, all that is left to learn is how to *fight* and how to use the *status chart*.

## FIGHTING

In a number of places in this book, you will encounter enemies and choose to (*or have to*) fight

them. There can be only three possible outcomes to a fight: you can *win*, *lose*, or *flee*.

*Winning a fight:* You win a fight when you have reduced an enemy's hit points to 0. Or, in situations when you are fighting more than one enemy, you win when you have reduced all of the enemies' hit points to 0.

*Losing a fight:* You lose a fight when your number of available hit points falls to 0.

*Fleeing a fight:* When you feel that you might lose a particular fight or that the fight isn't worth having, you may *try* to flee. Fleeing is a 50-50 proposition. If you flip the pages and get an even number, if you toss a coin and roll heads, or if you roll a die and get an even number, you have successfully fled.

You may attempt to flee only before your combat turn, and only once per round.

When you have fled successfully, read the "flee" section at the end of the combat page, and it will direct you to another page.

Be warned: Some adversaries are impossible to flee from. They are specially marked. If you fail to flee, continue the combat normally.

## HOW COMBAT WORKS

Combat takes place in rounds and is resolved by generating random numbers from 1 to 4. The tool for doing this is included in the book. Note that there is a number from 1 to 4 printed on the upper corner of each right-hand page. If you look away

and flip randomly through the book, stopping before you get to the end, you will have a random number.

For combat, Sagard and his opponent (or opponents) take turns. Unless otherwise stated, *Sagard strikes first*. After he strikes, the opponent strikes. That completes one round of combat. Combat can go for several rounds and must end when Sagard wins, loses, or flees. When this happens, follow the instructions on that page. These will direct you to your next adventure.

Every battle you fight will be different. The difficulty of each battle will be determined by how many hit points your opponent has and what his fighting level is.

*Hit points* are the number of points of damage a player may take before he is out of the combat. As Sagard, you are given *20 hit points* in the beginning of the game. (This **number** will change in the course of the game, though in this book Sagard may not exceed 20 hit points.) That means you will have to take 20 points of damage before you are out of the game.

A typical battle sheet looks like this:

**SAGARD (LEVEL 2: 1/0, 2/1, 3/1, 4/2)**

[20] [19] [18] [17] [16] [15] [14] [13] [12] [11] [10]  
[9] [8] [7] [6] [5] [4] [3] [2] [1] (You may fight no  
more. Hobble to Section X.)

Each time you score a hit or hits on an opponent, cross out the total number of boxes' worth of damage you do on his chart, like so:

**ORC (LEVEL 1: 1/0, 2/0, 3/1, 4/1)**

~~[12]~~ ~~[11]~~ ~~[10]~~ ~~[9]~~ [8] [7] [6] [5] [4] [3] [2] [1] (You have successfully defeated the Orc. Go to Section X.)

*Fighting levels*, as illustrated above, are different for different characters. Sagard begins as a Level 2 fighter. Fighting levels go from 0 to 5. The higher the fighting level, the more dangerous the opponent is. The important fighting information is included in every melee so that you don't need to refer to this chart except when you increase a level.

### **FIGHTING-LEVEL TABLE**

#### **Flip/Die Roll**

|                | <b>1</b> | <b>2</b> | <b>3</b> | <b>4</b> |
|----------------|----------|----------|----------|----------|
| <b>Level 0</b> | <b>0</b> | <b>0</b> | <b>0</b> | <b>4</b> |
| <b>Level 1</b> | <b>0</b> | <b>0</b> | <b>1</b> | <b>1</b> |
| <b>Level 2</b> | <b>0</b> | <b>1</b> | <b>1</b> | <b>2</b> |
| <b>Level 3</b> | <b>1</b> | <b>1</b> | <b>2</b> | <b>3</b> |
| <b>Level 4</b> | <b>1</b> | <b>2</b> | <b>3</b> | <b>3</b> |
| <b>Level 5</b> | <b>2</b> | <b>3</b> | <b>3</b> | <b>4</b> |

These numbers refer to hit points or damage points. For instance, if Sagard, a Level 2 fighter, gets a 4, he does 2 hit points of damage to his opponent and crosses them off the enemy's chart. Likewise, if a Level 5 fighter gets a 1, he does 2 points of damage. Just to test yourself, what happens if a Level 3 fighter gets a 2?

If you said 1 point of damage, you are correct.



Therefore, the dangerousness of an opponent can be determined by looking at both his fighting level and the number of hit points he has.

Remember, there can only be three possible outcomes for any fight: win, lose, or flee. If your number drops to 0, read the section after the hit points and follow those instructions. Hit points are permanent, but Sagard will frequently rest or eat and regain points. Regained points will be clearly stated in the book.

Bear in mind that the number of Sagard's hit points will go up and down in the course of the game. Sagard carries damage from battle to battle. After each battle, mark Sagard's available hit points on Sagard's *status sheet* (explanation later). Do likewise when Sagard regains hit points.

## BONUSES

Along the way, you will pick up bonuses for your journey. These come in four forms: trophies, experience marks, weapons and armor, and special items. Each of these bonuses is valuable to you in a different way.

*Trophies* are valuable to the Ordeal of Courage. The more trophies Sagard has, the better the chance he will be accepted into the tribe.

*Experience marks* are permanent. Sagard will take them with him from book to book. The purpose of experience marks is to determine Sagard's fighting level. At the beginning of this book, Sagard



is at Level 2. However, once he receives 20 experience marks, he *immediately* moves up to Level 3. Likewise, when he has 60 experience marks, he moves up to Level 4. (In these cases, you may modify your *status chart* accordingly.)

*Weapons and armor* are valuable for combat and will give Sagard an edge when fighting. The value of these weapons will be explained when the weapon is awarded.

*Special items* serve their own purposes. Some special items, such as shields, can be used to absorb hit points; others, such as magic potions, can be used to restore hit points when Sagard needs them.

Bonuses and combat results are recorded on the *Sagard status chart*.

Each time Sagard is involved in combat or regains hit points, update his *status sheet*. Sagard starts out with 20 hit points. Suppose he loses 8 of them—he is left with 12. Then, let us say he eats and regains 5 hit points in the next section; he now has 17 hit points. Next time you go into battle, remember how many hit points you have, and modify your *status sheet* accordingly. Remember, Sagard may never have more than 20 hit points.

## SAGARD STATUS CHART

*Experience Marks*

*Level*

*Trophies*

*Current Hit Points*

*Weapons and Armor*

*Effect on Combat*

*Special Items*

*Powers*

# CURRENT STATUS SHEET

## Conflict #

|    | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 |
|----|----|----|----|----|----|----|----|----|----|----|
|    | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 |
| S  | 19 | 19 | 19 | 19 | 19 | 19 | 19 | 19 | 19 | 19 |
| A  | 18 | 18 | 18 | 18 | 18 | 18 | 18 | 18 | 18 | 18 |
| G  | 17 | 17 | 17 | 17 | 17 | 17 | 17 | 17 | 17 | 17 |
| A  | 16 | 16 | 16 | 16 | 16 | 16 | 16 | 16 | 16 | 16 |
| R  | 15 | 15 | 15 | 15 | 15 | 15 | 15 | 15 | 15 | 15 |
| D' | 14 | 14 | 14 | 14 | 14 | 14 | 14 | 14 | 14 | 14 |
| S  | 13 | 13 | 13 | 13 | 13 | 13 | 13 | 13 | 13 | 13 |
|    | 12 | 12 | 12 | 12 | 12 | 12 | 12 | 12 | 12 | 12 |
| H  | 11 | 11 | 11 | 11 | 11 | 11 | 11 | 11 | 11 | 11 |
| I  | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 |
| T  | 9  | 9  | 9  | 9  | 9  | 9  | 9  | 9  | 9  | 9  |
|    | 8  | 8  | 8  | 8  | 8  | 8  | 8  | 8  | 8  | 8  |
| P  | 7  | 7  | 7  | 7  | 7  | 7  | 7  | 7  | 7  | 7  |
| O  | 6  | 6  | 6  | 6  | 6  | 6  | 6  | 6  | 6  | 6  |
| I  | 5  | 5  | 5  | 5  | 5  | 5  | 5  | 5  | 5  | 5  |
| N  | 4  | 4  | 4  | 4  | 4  | 4  | 4  | 4  | 4  | 4  |
| T  | 3  | 3  | 3  | 3  | 3  | 3  | 3  | 3  | 3  | 3  |
| S  | 2  | 2  | 2  | 2  | 2  | 2  | 2  | 2  | 2  | 2  |
|    | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 1  |
|    | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  |

Now that you've read the rules, get to it! Refer back if you have questions.

## ABOUT THE AUTHORS

**GARY GYGAX** is the co-creator of the **DUNGEONS & DRAGONS®** Game, the wildly popular pursuit that took the country by storm six years ago. He is the Chairman of the Board and president of TSR, Inc., the company that produces it.

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